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REEL ACTION

Those lovable covertapes are here again. A sparkling binary bonanza to get your toes tapping, eyes spinning and joystick hand twitching with excitement. Shove 'em in, load 'em up, rawhide — whoops.

PD PANDEMONIUM

PD demos on your covertape? No, actually. What we've got is TOP QUALITY demos. Stick *that* in ya deck and load it...

INCREDIBLE SHRINKING SPHERE

At last — an action game with real balls.

RAMPAGE

Simultaneous three player action for a threesome, with the option of a whole trio of human participants.

STARFLIGHT

Eerie space adventure, only to be played with the lights on.

PARK PATROL

Collect rubbish and keep the village green pleasant. It's more exciting than it sounds — honest!

COMMODORE FORCE

COMMODORE FORCE (incorporating ZZAP!64) is Britain's biggest C64 mag - created by: Impact Magazines(UK) Ltd, Ludlow, Shropshire SY8 1JW

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impact MAGAZINES

Oh yeah, some properties in this magazine are used under license from The Big Breakfast.

COVER BY Oli Frey

WHAT'S HAP

HERE ARE THE ED LINES

I don't know, I turn my back for just five minutes...
Having been whisked away to our special 'Top Secret Projects' department for most of the month, I left the general running of the mag to my trusted deputy, James. We'd already discussed what was to go into the issue, all that was left for Big Jim to do was put it together!
The next thing I know, on emerging from the secure unit of Impact Towers, is that I've got a minor rebellion on my hands. The Tipster, usually such a mild-mannered individual, has been tearing about the place sporting an assortment of sharp objects and a face like thunder, while our man of letters Mr Mangram is refusing to come out of the post room! He's tricky enough to comprehend at the best of times, what with that bag on his head and all, but barricaded into a six by eight-foot windowless cubby hole it was simply impossible to understand his demands, let alone comply with any of 'em. What the hoola-hoop is going on, then?
Well, quite simply this: pages. James wanted to 'cram as much into the ish as possible', it seems, and to do so it became necessary to lop a couple of pages from various sections of the mag. As a result, The Tipster found himself with more tips than he could use, and a few of Lloyd's letters wound up on the cutting room floor...
Ah well, ego's have now been massaged and tempers tamed, so it'll be business as usual again next month (I hope). Meanwhile, I hope you enjoy the issue — and the cover cassettes! Judging by the sales figures for the last issue, our policy of bringing you the very best free games is really paying off...

May The Force Be With You,

Steve Shields
Managing Editor

THE BIG BREAKFAST MASTERBLASTER MAYHEM

Hello again! It's me — Ben the Baffin, back with an armful of phones and numbers. This month, I've decided to opt for a more eyebrow-raising topic: instead of voting for your favourite game to be covered in the tips pages, I thought you might like to make an even more important decision for COMMODORE FORCE.

As you'll notice, there's a special PD games review this month. The question is, would you like to see more PD game reviews in addition to Remi Ebus' regular slot? Make your vote count and phone one of the following numbers:

● YES, MORE PD GAMES REVIEWS PLEASE — 0839 007 885

● NO, NEVER AGAIN — 0839 007 886

Keep reading COMMODORE FORCE and remember to switch on to the brightest show THE BIG BREAKFAST, not forgetting *MasterBlaster* every Tuesday and Thursday morning at 7.45am. See ya soon...

GOING, GOING, GONK!

Another popular comp this 'un. A lot of people reckoned Don King resembled a troll, but the overall winner was the only person to provide substantial evidence of the accusation. For that little extra initiative, Stephen Fox from Manchester wins the mini TV, with the twenty following names getting a fancy T-shirt.

Russell Clough (Clwyd), Kelly Sapsard (Hants), Roland Jackson (Lancs), Paula Pritchard (Glasgow), Gavin Knights (Scotland), Mark Forrest (Kent), Darren Ayres (S Wales), Paul Le Prevost (Guernsey), Simon Barrow (Wiltshire), Mary Garreth (Herts), Idris Williams (Leics), Chris Davies (Somerset), M Sapsard (Hants), Michael Anderson (Angus), Carly Jenkins (Bristol), Alex Jolliffe (Devon), N Wilson (Kent), Barry Shiel (Ireland), Fergal Mc Elwaney (Ireland), Charles Bennett (London).

DIDN'T THEY DO WELL...

Arrggghh, it's the competition winners! If only you lot realised just how difficult it is opening and judging your various entries — there's always so many of them. Nevertheless, we do appreciate your support and enthusiasm, but I doubt Chris will ever be able to look at another envelope in his life.

KRAZY KONIX

What a phenomenal response! Obviously, you all liked the idea of owning either a fabulous Speedking or the pistol-esque Navigator, 'cause this is possibly the most successful competition yet! 10 of these joysticks were on offer, with the 'who gets what' bit being decided by Konix themselves.

Anyway, here's that list in full:

Jason Frost (S Yorkshire), Mr C Wright (Birmingham), Liam Hovey (Ireland), Fraser Morrison (Berwickshire), Lee Bettam (Birmingham), Chris Murrin (Dorset), Andrew Parkyn (Warwick), Steve Billing (Plymouth), Mr B Blomead (S Devon), Paul Cooper (Cumbria), Kevin Lynch (Dublin), Simon Aspinall (Liverpool) Marc Cobelli (Dorset), Anthony Mullan (Scotland), James Paddison (N Humberside), Neil Weaver (Cumbria), Damian Walker (Dorset), Paul Teale (Lancs), B Clarke (Essex), G Hinder (Kent), Marcos Brown (Wigan), Richard Jenkins (St Neots), Chris Beswick (Blackburn), Chris Cooper (Dyfed), Kristian Kaye (Bucks), Daiga Fauk (London), Roger Williams (N Humberside), Paul Severn (Notts), Wayne Hickmen (Wolverhampton), Mr J Smith (Southampton), Mr J Doogan (Hants), Padraig Furlang (Ireland), Steve Thacker (Derby), Luke Droll (Kent), Carl Gordon (Bucks), Ryan Green (Bampton) (gasp!), Mr S Farthing (Glos), Steve Jones (Somerset), Chris Parrell, (Worcester) Stephen Bildgeon (Manchester), Mark Wilkinson (Manchester), Michael Williams (Hereford), Matthew McGrath (London), John J Bedmock (Rosedale), John Brunsden (Somerset), Stephen Cradshaw (Ireland), Nicholas Morgan (Warks), Russell Bugler (Lancs), Mark Dyer (Suffolk), Paul Rollis (Scotland), Anne Elliott (Wilts), David Kelly (Surrey), Simon Church (S Humberside), Chris McGarrule (Scotland), John Beetham (W Yorkshire), Mohammed Samur (Scotland), Mrs M Tran (Merseyside), Duglan de Paor (Pontfairge), Andrew Palmer (Cleveland), Andrew Jefferies (Cheltenham), Paul Cheriton (Aylesbury), Mr Alfred Hall (Birmingham), Paul Walker (Sheffield), C Morrison (Birmingham), Kevin Staley (Chesterfield), Paul Cruickshank (Cleveland), Stephen Watson (Cumbria), Sean Fitzpatrick (Dublin), S Jenkins (Bristol), Iain Buchanan (Scotland), Andrew Milton (Suffolk), Michael Gu

PENING?

TWO BIG BOXES

As well as being one of the best compilations ever, *Big Box 2* is one of the best compilations ever. This, combined with the fact that *Big Box 2* is one of the best compilations ever, would suggest that *Big Box 2* is, indeed, one of the best compilations ever. Obviously, you agree — there were a veritable plethora of entries. The people that actually win one of the ten available copies, are:

Andrew Holohan (Leeds), Lynda Bloomfield (Warks), Gus McTieman (Purley), Vicky Hallwood (Chesire), Carl Ward (Berkshire), Julia Mudd (Dundee), Mr S R Comish (Cambs), Joseph Lowery (Essex), Gavin Samson (Hants), Jemma Payne (Kent).

ATLANTIS SUNK

Like the mythical city from which it take it's name, Atlantis Software has disappeared beneath the waves — in other words, it's gone bust. Unlike the fabled city though, there's at least one survivor — *Sceptre of Baghdad*. Reviewed in Issue Three, it's been snapped up by Kenz of Binary Zone PD, for release on his Psytroniks Software label, a new budget publisher dedicated to the good old '64.

The Psytroniks version of *Sceptre* will include a changed main sprite, enhanced graphics, better presentation and more music. Our main complaint about the game in its Atlantis incarnation was the absurdly illogical nature of the problems, but only time will tell if this particular flaw is amended. In the meantime, good luck to Kenz with his new label!

SEYMOUR WITH IT

When it comes to artistic talent, it would appear that you lot aren't exactly lacking. In this excellent comp, CodeMasters were offering a Casio TV for one lucky reader, and Seymour compilations for ten runners up.

The winners are:

Casio TV Winner:

Damien Doyle (N. Ireland)

Ten Runners Up — Seymour compilations

J Button (Suffolk), Jason Skyner (N Devon), Miss L Cooper (Cumbria), Paul Austin (S Glam), Ellen Jones (West Midlands) Steven Bond (Worcester), Paul Hannon (Ireland), Richard Beckett (York), Matthew Hanlin (Devon), Daniel Fox (S Yorks).

ACE OF CLUBS

Let's face it, few people can write amusing captions. However, Chris (who leaped at the chance of judging this comp) was literally rolling around the office with laughter — no, really he was...

That aside, the winning caption was... we're not going to tell you. We're going to wait until there's another Golfing game so we can use it for ourselves".

Anyway, the overall winner is L Bloomfield from Warks with the following ten readers each to receive a copy of *Nick Faldo's Championship Golf* as runners up prizes.

Brian Woolson (Cambs), David McGregor (Scotland), Matthew Sullivan (Essex), Alasdair Young (Clwyd), Gareth Jones (Northampton), Andrew Bolivez (Birmingham), Mr G Ross (London), Dean Moore (S Glam), G C Stanton (St Helens), Mark Pilgrim (Lincolnshire)

"Probably

(Wolverhampton), Trevor Filch (Shropshire), C Heppinstall (Oxon), Jonathan Cullen (Ireland), Darren Boland (Ireland), Nick Berrow (Oxon), Michael Russell (Liverpool), Matthew Egerton (Northwich), Denis Lymer (Ireland), Stuart Williams (Somerset), Jonathan Futterson (London), Stuart Scattergood (Clwyd), Patrick Lockhart (N Ireland), M P Thornton (Lancashire), James Dalton (Co Kildare), Colin McCongley (Cheshire), Philip Salter (West Sussex), Miss S Southwick (W Midlands), Christopher Farrington (Walsall), Alan Parks (Tyne & Wear), Darren Gilbert (Nottingham), Mr Gary Bretherton (Stoke-on-Trent), A Burton (Lincs), H Cressey (N Humberside), F Condon (Ireland), Leslie Bray (Doncaster), R Springell (Clapham), James Durrant (Suffolk), M Crockett (W Glamorgan) A J Bezant (Devon) David Walker (Wales), Paul Austin (Wales), Glenn Wolstenhouse (Manchester), David Ennis (Wexford), Gary Sowerby (Cumbria) Brian Suffman (Hull)

STEVE SHIELDS

● Like I said in my Editorial column, this month has seen me spirited away to Impact's maximum security Special Projects Dept to contribute to Top Secret Project No 6735/G7b. I wasn't going without a struggle though, and mercifully Ian managed to slip me a C64, power pack, datasette recorder, joystick, monitor and a couple of games before the armour-plated security droid arrived to lead me away. My smuggled system came in very handy, too (it can get reet lonely locked away behind 12 feet of reinforced concrete), and *The Incredible Shrinking Sphere* kept me merrily amused through the long nights...

JAMES PRICE

● This month I've been happily beavering away at a Cadbury's Caramel — sorry, I mean *Robocod*. This issue's covertapes have also attracted the twitching fingers of the team and myself; it's a miracle we've got any work done!

IAN OSBORNE

● Who says all *SEUCK* games look the same? Binary Zone's *Alf Yngve Collection* just goes to show what you can do with a little patience and lot of talent!

On the commercial front, check out MicroProse/Kixx's *Acrojet* — an aging but fun flight sim.

CHRIS HAYWARD

● I haven't had time to do anything this month. Not because of impossibly-tight deadlines but due to the weather being so stifling. That PD *SEUCK* collection's pretty hot too — the sun seems to bring out the best in everything.

MILES GUTTERY

● I love *ISS*, but for my hard earned readies *Rick Dangerous 2* is the pick of this month's pile — and they say kids have no heroes to look up to these days. Everybody now — Rick, Rick, he's our man, if anyone can do it, Ricky can! Yeah, right on.

WHO'S PLAYING WHAT?

GAMES ARE BEING PLAYED... BUT BY WHOM?

WIN A DREA

...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world.

It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster!

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AM HOLIDAY in the world!

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ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners *(to be launched on May 20)*.

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❒ Sega Force
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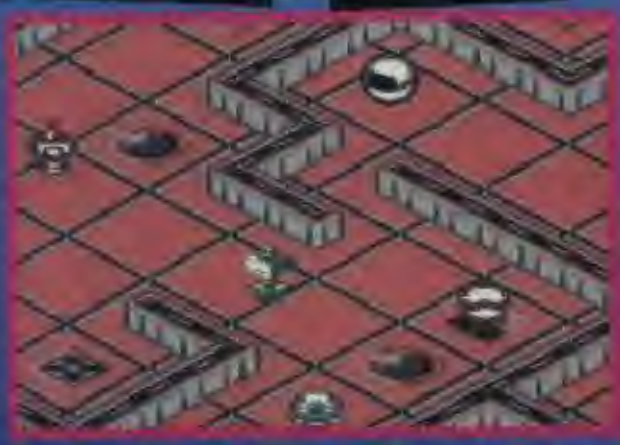
REEL AC

The time has come. Moon and stars are in alignment.
An uneasy calm descends upon the land, and it's Reel. The most gob-smackingly awesome chunk of Reel Action ever conceived is about to be unleashed, and it's taking no prisoners...



DEALS ON REELS!

■ If you want your Reel Action without your reel tape-loading hassles, and you happen to be one of those lucky peeps in posession of a disk drive then listen up:

Send a £1.49 to

Abiex Audio Video Ltd
Harcourt
Halesfield 14
Telford
Shropshire
TF7 4QR

Seems simple? Well, there's a couple of other things, actually. Remember to include your name and address, say which issue's games you want (that's one specific issue — no mixing, folks) and finally, don't forget to do the usual things (such as affixing stamps and stuff). Oh yeah — you can get games from older COMMODORE FORCE's too. Just remember the issue (or tape) number.

INCREDIBLE SHRINKING SPHERE

■ Beau Jolly

Here's an old 91%er from the days of ZZAP! 64. Colonel Matt Riddley is trapped somewhere in 'Death Run' — a hazardous battle training ground for the Fighter Sphere Corps, and you've gotta get him out! The run consists of a number of levels each divided into four 'plates', one above the other, but you've to watch out for the tiles which disintegrate on impact — each made up of many tiles. Take control of a mighty fighter sphere and head into the perils that await. Not only must you avoid the many roving assassins on each plate, but you've to watch out for the tiles which disintegrate on impact with the sphere. Not only does this reduce the space in which to manoeuvr around, but any further contact will result in death Yikes!

So what makes the sphere so incredible? Well, because it's capable of altering in size and mass by hitting specific tiles. Certain situations require the craft to have different properties; will you be small, light and fast, or big, fat and carry hefty inertia? Functions of the various tiles are given in the program — just push the joystick left or right on the title screen. Before each level, you get to place up to four ammo dumps on the plates, achieved by moving the cursor to your desired spot and pressing fire to drop the ammo.

CONTROLS

■ ISS is controlled via joystick or keyboard.

;	North
/	South
X	West
C	East
RETURN	Fire

ADDITIONAL CONTROLS:

RUN/STOP	Pause (move joystick to restar
O	Owt when paused
F1/F7	Select directional control

Press **Space** when ready to play and ready you will be!

TION

PARK PATROL

● **Beau Jolly**

Now who says we don't give you the cream of C64 software? But don't just take *our* word for it — read the comments of erstwhile Zzapster, Julian Rignall, from the game's orginal review:

'...it's brilliant in all respects. The graphics are fabulous — really colourful with exceptionally cute sprites and great parallax scrolling backdrops. Sound-wise *Park Patrol* is excellent too, with five boppy tunes and wonderful sound effects creating a perfect atmosphere. The gameplay is neat, requiring some nifty joystick work and precision timing if you're going to complete the rubbish collection without falling foul of the many hazards. This must rank as one of the best budget games ever. Miss it and you're missing something really special.'

So there you have it! The park's full of rubbish that needs tidying, people drowning in the river need rescuing, and nasty snakes and turtles have to be disposed of. Don't forget to keep an eye on the calorie (energy) meter either — nip into the park hut to top it up. Also, an added tip is to check out the fruit of the strange plant near the hut; and you thought life as a parkie was dull!

CONTROLS

● Control your ranger with a joystick in port one (fire to change gear) or these assigned keys:

2 ..... Right
CTRL ..... Left
SPACE ..... Change Gear

REEL ACTION!

SENSATIONAL SLEEVES

A CASSETTE WITHOUT A SLEEVE IS A CASSETTE WITHOUT A LIFE. MAKE 'EM FEEL AT HOME WITH THESE EASY-TO-FIT COVER

COMMODORE FORCE

INCREDIBLE SHRINKING SPHER
PARK PATROL TERMINUS
RAMPAGE EASY LIVES

REEL ACTION #1

COMMODORE FORCE REEL ACTION

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COMMODORE FORCE

STAR FLIGHT PERPLEX
BREEZE OF DIOGENES
NYLON OXYGEN

REEL ACTION #1

COMMODORE FORCE REEL ACTION

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Wouldn't it be terrible if your endearing little covertapes were to get all dog-eared due to inadequate protection. Well, fret no longer my children.

Just fill in this coupon and send it (enclosing the small sum of £1.00) to the address below, and you'll receive ten spanky cassette cases. Yahoo!

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.....

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STARFLIGHT

```
Ganymede. The wall is lined with metal
hooks on which have been anchored small
objects, so that they will not float
about in the absence of gravity. There
is an entrance to the airlock set in
the ceiling and a door to port leading
back to the cold sleep chamber.

There is a bulky spacesuit here.
There is a plastic pouch here.
There is a two-way radio here.

>up

You are in the Ganymede's airlock, with
the inner door below you and the outer
door above you. The inner door is open
and the outer door is closed.

>help help theres an ergonomic alien out
 side and he is going to bite my head of
,should i a?hit it with my commodore for
ce, or b>let him devour my legs
```

The Guild

The GCC Armstrong, a huge space-hulk has been drifting untouched for years. The crew's remains lie strewn about the decks, each telling twisted stories of a long-passed nightmare. Your mission, is to dock with the ship and find out what happened.

Seasoned adventurers will know what to do and everyone else, well examine everything. Oh, and remember a clean set of undies.

ENJOYING YOURSELF?

If you find that, after playing *Starflight* for a few weeks, you're desperate for another quality adventure, then perhaps you'd better get in touch with Tony Collins at The Guild. 'But what's his address?' I hear you cry — don't worry, we're just getting around to that...

The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX. Remember — you'll be wanting a catalogue, so you must include that all-important SAE.

PD BONANZA

Thanks to our Netherlandic buddy, REMI 'PUBLIC ENEMY' EBUS, we're proud to present our very own selection of jumpin' demos to tax the chips of your lucky 64's — so prepare yourself for a barrage of whizzo effects and obscure scrollies. Each of the programs featured are covered in this months PUBLIC SECTOR, but if you can't wait to see what's in store, remember — press space to skip from section to section.

Four natty titles are on offer, so load 'em up in the normal way and feast your retinas.

TERMINUS

PERPLEX

NYLON OXYGEN BREEZE OF DIOGENES

COMMODORE FORCE

INCREDIBLE SHRINKING SPHERE
It's incredible. It's shrinking — and it's a sphere!

PARK PATROL
Become at one with nature and scrutinise those parks.

TERMINUS
n outer-space PD spectacular.

RAMPAGE
Triple player beast-oriented beat-'em-up.

EASY LIVES
Stuck, stumped or startled? Easy Lives can help.

REEL ACTION #15

TAPE INFO

ISS	000
Park Patrol	
Terminus	
Rampage	000
Easy Lives	

LOADING INSTRUCTIONS
Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit shift & run/stop, and press play.

DODGY DUPLICATION?
If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD

COMMODORE FORCE

STAR FLIGHT
A nightmarish space voyage into the unknown.

PERPLEX
Perplexed? This PD demo will soon reveal all.

BREEZE OF DIOGENES
A stunning visual expedition.

NYLON OXYGEN
PD as it's meant to be.

REEL ACTION #16

TAPE INFO

Star Flight	000
Perplex	
Breeze 01 Diogenes	000
Nylon Oxygen	

LOADING INSTRUCTIONS
Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit shift & run/stop, and press play.

DODGY DUPLICATION?
If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD

EASY LIVES

• John Wells

Get a life — an easy life. You can't take the heat of real C64 games action? Well I s'pose we, the truly great COMMODORE FORCE gang will help you out with yet *another* prime portion of good old-fashioned English pokes of the load-in variety.

It seems some of you are having a little trouble understanding how to use the program, so here's a definitive 'idiots guide'.

1. **Load the Easy Lives program.**
2. **Use joystick (port 2) to click on the game you wish to cheat with.**
3. **Now click on the attributes you want when the game commences.**
4. **When the message 'Rewind tape and press play' appears, insert *the original copy* of the game to be hacked, and the rest, as they say, is history.**

Anyway, this month's batch of cheats are:

- **Rimrunner**
- **Barbarian 2**
- **Ikari Warriors**
- **Darkside**
- **Pac-Land**
- **Solomons Key**

RAMPAGE

• Beau Jolly

Three giant mutants are ripping up the city with the military desperately trying to stop 'em. Unlike usual beat-'em-ups, you get to control the bad guys — in this instance, the monsters doing the damage. There's Lizzy the lizard, Ralph the wolfman and George the ape. Choose your characters and do as much damage to the building-ridden screens as possible, whilst avoiding, smashing and eating the myriad of tanks, soldiers and helicopters swooping in to smack botto

It's merrily zany and thoroughly fun.

CONTROLS

Two players can use joysticks with a third player using the following keys:

<	Left
>	Right
@	Up
:	Down
=	Fire

GET A PIECE OF THE ACTION

Are you looking for fame
Have you written a game
You reckon's worth a few goes?
Send it to us
And then we'll discuss
Sticking it on a future covertape, and we'll even chuck yurra few quid as well.
Can't say fairer than that, eh?

Name.....
Address.....
.....
Telephone .....**(Daytime)**
.....**(Evening)**
Utility used (if any).....
Preferred rock-type (porous or non-porous).....

IMPORTANT!

Please sign this declaration:

This program is submitted for publication by COMMODORE FORCE. It is wholly my/our own work and I/we agree to indemnify Impact Magazines (UK) Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

Signed..... **Date** .....

- Remember we will **NOT** consider your game for publication unless you enclose this coupon (or a photocopy).
- Send game and coupon to: **A Piece Of The Action, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**
- If you want games returned, remember that all important SAE.

COMMODORE FORCE HURRICANE HIT!

● 'I don't know what they are', thought Rick 'but I'm not sharing my packed lunch with them'.

● 'Do you like my Kermit the Frog impression?'. 'I think you look more like Bergerac, actually'.

RICK DANG

● Kixx, £3.99 Cassette

Not averse to a little exploration himself, MILES 'NO DANGER' GUTTERY pitches in with the greatest explorer of them all. Let the adventure commence...

He's tricky, he's nippy, he's a little bit dippy. Rick Dangerous, all-round major dude, is back on the scene in his second daring expedition. After the archaeological antics of his first outing, he returns home to London for an unexpected surprise — the entire city is being attacked by aliens! Spacecraft are circling in the skies and all's not well in the hearts of Englishmen. While pondering the situation for a moment, a laser bolt hurtles out of the sky and frazzles Ricky's beloved hat. Angered at this act of malevolence and never one to resist a challenge, the intrepid fellow sets off for Hyde park where the alien's mother-ship has landed, to see off the evil beings.

No sooner does he reach the craft than a barrage of laser fire rains down upon him. Dodging nimbly he finds himself at the foot of a ladder going up, up, and away into the bowels of the vast ship — and there's no turning back...

Anyone familiar with Rick's first game will know exactly what to expect from the follow up, but for the ignorant, let's take a meandering stroll through the swashbuckling world of Mr Richard Dangerous.

Rick starts the game equipped with a ray-gun (limited shots) and several electronic detonators (also limited). As well as being used to shoot/blow up aliens they're also useful for triggering and neutralising traps. Take it from me, traps are your main problem. Wandering aliens are easily spotted and can be despatched with a quick blast of the ray-gun. Traps, on the other hand, can be fiendishly cunning in their design. Lasers built into the walls sometimes go unnoticed; unnoticed that

● Thanks to our designer, we've got to write the longest caption in the world. In fact, it's more of a novel than a few lines of text, so here we go. Once upon a time there...

JAMES!

● How can anyone possibly rate a game such as *Rick Dangerous 2*? It's frustrating, awkward, needlessly difficult in places — I love it to bits. A firm favourite of mine after it's original release, *Rick 2* is a real bargain on budget.

However, if you suffer from a high blood pressure or heart problems, perhaps you'd better give it a miss. As I've already mentioned, it's a real killer on the difficulty front and those meek of nature will undoubtedly scurry off to hide in a corner after their first go. Few games have raised such a volume of expletives in the COMMODORE FORCE office; the Editorial Assistant had to be ushered out of the room before his naive little mind was tainted by our barely-coherent screams. I'm surprised the walls haven't melted — I wonder who taught Chris words like that? Oh well...

93%

● 'Hang on', thought Rick 'isn't that a jukebox?'. Before long, *everyone* was bopping away.

ROUS 2

is, until they blow poor Ricky to that great adventure in the sky. Wit and cunning are our hero's greatest assets, and remember — the seemingly easy route probably leads straight into trouble. A careful lookout must also be kept for various switches and levers dotted around each level. These activate lifts, guns and various other widgets which can be made to work to your advantage, but exploration and forethought is required.

The game takes you across five levels. You begin on a spaceship, then put your long-johns on for a trip to the ice planet of Freezia. Level three takes you jungle bashing, four's the atomic mud mines and finally you get to grips with the oddly-titled Fat Guy — your ultimate adversary.

A lasting, appealing and attractive challenge

The Dangerous Brother

The cartoony graphics are outstanding throughout with Rick himself packing plenty of heroic individuality against superb backdrops. Although play tends to stick pretty much to a formula, any danger of tedium is alleviated by beautifully varied levels, each with a feel of their own. At times, though, play can become frustrating — many problems are solved by trial and error instead of forward planning. In my opinion, it should be at least feasibly possible to complete a game on your first go but, as I said, many of Rick's puzzles are solved more by luck than judgment. Despite frustrating deaths, you still want to keep playing, 'cos you'll have worked out how to do 'that bit' on the next attempt.

A nice injection of humour adds more to the appeal, not to mention an unfortunate, but highly amusing misprint in the inlay — take a look for yourselves folks.

From start to middle (I didn't get any further) *Rick Dangerous 2* a very polished product. Spot FX are great, the title tune has a suitably rough 'n' tumble heroic quality to it and even the intro sequence is quite amusing.

If you liked the original and want more of the same *RD2* won't disappoint, though be warned — it's a little tougher than it's predecessor. Everyone else — get it anyway. For four quid you're getting a lasting, appealing and attractive challenge that's always worth coming back to. It's a right Rickin' rave.

MILES! 89%

CHRIS!

● Yeah, so it's hard, but who cares? Do you think I'm petty enough to get all enraged because I can't finish a single section? Well do you? I most certainly hope you don't. I like to think I can acknowledge the great graphics and enjoy the game as a game should be enjoyed WITHOUT GETTING ALL AGGRAVATED! Just hold on while I regain my composure (sigh, deep breaths etc). Right then. The original *Rick Dangerous* injected life into all things platform, and now the sequel looks set to do the same. Not only is it colourful but the gameplay is incredibly addictive, and incredibly tough! More often than not, steep, demanding difficulty can be a game's downfall but... but... it's no good... I'M GETTING IRRITATED AGAIN, IT'S TOO ADDICTIVE... aaarrgHHHHH...

93%

GALE WARNING

PRESENTATION	GOOD INTRO, LEVEL SELECT OPTION	87%
GRAPHICS	PERFECTLY DEFINED AND DETAILED	90%
SOUND	SUITABLY ATMOSPHERIC AND EXCITING	89%
MOVEABILITY	TRICKY BUT INSTANTLY APPEALING	92%
LASTABILITY	IT'S BIG, HARD AND FUN	93%

FORCE FACTOR 92%

SLOTS O PART TWO

It's back! The second half of the world's most definitive guide to C64 coin-op conversions. This month it's the Ms through to the end. MILES '1OP A GO' GUTTERY is the guy with the infinite credits...

MAG MAX
● Imagine

What bug-ridden, clammy, toe-nail sort of game is this? It crashes at any opportun/, and even when it doesn't you find yourself getting mashed by invisible baddies time and again. You're unlikely to find a copy these days as it's pretty old and believe me, that's probably for the best.

28%

MARBLE MADNESS
● Ariolasoft

If you've played *Spindizzy* (if not you'd bette have a ruddy good excuse, 'cos it's great AND was free on last month's covertape) you'll notice the similarities between it and *Marble Madness*, only Ariolasoft's effort is a bit on the naff side, between you and me.

31%

MARIO BROS
● Ocean

Alright, calm down! Before you get too excited, let's get one thing straight — this ain't Mario in his usual role on the SNES, NES or Game Boy/Girl (no blatantly sexist references in this mag). It's in fact a dodgy (with a capital dodgy) Ocean license from several years back. All action takes place on single, static screens, with Mario (and Luigi in two-player) doing, um, not much interesting. You see, it isn't really very good. Perhaps it holds some value as a curiosity piece.

40%

MERCS
● US Gold

A (slight) variation on the *Commando* theme, *Mercs* is another scrolling romp across miles of enemy terrain, with you (and optional friend) filling swarm after swarm of marauding troops with a healthy dose of lead.

Graphics are of a decent standard, but the action is marred by slowness of scrolling. You either wait for it to catch up, or plough straight into a squad of enemies you didn't see coming. Not that good, not that bad.

61%

METROCROSS
● Kixx

Here's an odd little racey game from a while back. Make your way as quickly as poss from one end of the track to the other, hitting booster pads, avoiding obstacles and leaping aboard skateboards, and it's all hectic fun. Well, not really. There's no real compulsion to it, and your mind will soon drift elsewhere.

41%

MIDNIGHT RESISTANCE
● The Hit Squad

This was praised highly on most formats, although I seem to be in the minority who thought it lacking in certain areas. The C64 version is a little slow at times, but in fairness, there's a great deal of graphical variety and biffable-baddies aplenty. Not brilliant, but certainly worth your pennies.

85%

MOON CRESTA
● Incentive

Perhaps *the* original coin-op conversion, *Moon Cresta* was the focal point of many an arcade at the start of the eighties. How things change, eh? 12 years on, it'd be lucky to get a second look, let alone anyone actually shoving their cash in for a game. Today's more sophisticated players should take a trip down memory lane, and see how it all began, sort of.

70%

MR HELI
● Firebird

Climb aboard a short, stubby helicopter and take off in pursuit of many other, equally un-aerodynamic flying machines. Fly up behind them when they're not looking and shoot them down with your short, stubby machine gun. In fact it's quite a short, stubby game which you'll enjoy in a short, stubby way.

78%

NARC
● The Hit Squad

Now here's a tricky one. Excessive violence, astronomical body count, exploding corpses — sounds all right so far, but what's this? Yeeow it's hard! No sooner do you appear at the start of level one, when half a dozen druggies start ripping into you with rapid-fire weapons. I mean, I'm all for furious gameplay but there are limits. If you really think your trigger finger's up to it, then by all means invest in a copy of *Narc* — it's as frantic as they come.

79%

ROUND-UP!

F-FUN!

NEMESIS
• Konami

A playable shooter, this one. Admittedly, there's some annoying sprite flicker and the collision detection can be a little unsatisfactory at times, but good variety in graphics and tough gameplay blends to make a good challenge. You'll already have 100 similar games, but there's always room for another, and *Nemesis* ain't 'alf bad.

78%

NEW ZEALAND STORY
• The Hit Squad

Those soft-hearted Japs are at it again, this time with Kiwi birds as their loveable subject matter. Maze after platform maze are between the flightless hero and his goal — to rescue his friends who've been imprisoned by Wally the Walrus. A classy conversion and a great game in it's own right. You'd be a 'New Zealand' to miss it (Pardon? — Prod Ed).

89%

OPERATION THUNDERBOLT
• The Hit Squad

Bashed out in a hurry after a series of mess-ups, *Operation Thunderbolt* on the C64 is a few rounds short of full clip, to say the least. Dull backdrops, annoying, fluctuating difficulty level — let's face it, if this type of game has one major flaw inherent in its design, it's that it get's exceptionally repetitive. A certain 'oomph' is needed to keep you interested, but 'oomph' is far from abundant in *Thunderbolt*'s trousers.

54%

OPERATION WOLF
• The Hit Squad

This wasn't the first cabinet to carry a gun, but it's still regarded as the granddaddy of its type. Say 'first-person perspective shoot-'em-up' and you're likely to receive a blank look, say 'Op Wolfish' and suddenly you're speaking everyone's language. Despite somewhat over-sensitive joystick control and a mouse option which doesn't appear to work, this classic has transferred well to the C64. There's plenty of on-screen action, clear, well defined graphics and a wealth of enemy hard ware that needs trashing — I like it.

80%

NINJA WARRIORS
• The Sales Curve

A great conversion of a not-so-great original is how I'd describe *Ninja Warriors*. It's graphics are surprisingly close to it's cabinetted parent, but it's a shame it had to inherit the slightly tedious gameplay. A respectable amount of blood keeps up appeal, but play is, at times, too samey. Even so, it's good for a while and always worth coming back to on a wet afternoon.

70%

NINJA SPIRITS
• Activision

It's tiny sprites and fairly boring backdrops aren't that exciting, but nevertheless *Spirits* offers pretty respectable playability. Stride across the left to right scrolling levels, sword in hand, combatting the many and varied minions after your blood. Progress is made more rewarding by some nicely drawn end-o'-level guardians, and although character animation is a little 'cardboard', things chug along at a reasonably enjoyable pace. It's no ground-breaker, but then again, how many new concepts do you see these

78%

OUTRUN
• Kixx

One of the all-time greats, the legendary *Outrun* was a huge let-down across all home computer formats on which it appeared — the C64 being no exception. So it's fast, but the fact is there's very li actually moving on screen. Graphics a shabby and it's been infinitely surpass by two sequels. *Turbo Outrun* isn't ba and *Europa* is, in my humble opinion, the best racer in 64-land.

Sadly, Commodore *Outrun* isn't even a shadow of it's mighty parent.

41

P-47 THUNDERBOLT
• Firebird

Nice chunky sprites are the order of the day i this horizontally scrolling WW2 blaster. Tak out waves of Jerry fighters as well as bombing tanks and AA guns on the ground. What I hate about this kind of game is that the enemy don't behave like real pilots — they just attack in preset patterns. Despite this gripe, it's a fair trigger exercise — but that's all.

58

PAC-LAND
• Quicksilva

The yellow chomper's games always seem to have a strange appeal, and *Pac-land*'s no exception — it's a great little game. Stomp around Pacman's colourful homeland being continually charmed and amused. What more can one ask for?

90

ROUND-UP!

PACMAN
● US Gold

Pacman's a real treat for the nostalgic, but most gamers are likely to take one look and chortle. Obviously, by today's standards, the game amounts to a big round zero but it's unforgettable all the same.

75%

PACMANIA
● Grandslam

How do you update the classic maze formula of *Pacman* to appeal to a more contemporary audience? Well, if you put that question to Grandslam they'd probably say 'flip the view to a 3D angle, enlarge the graphics and scroll the play area.' And waddya know — it works!

90%

PANG
● Ocean

Travel the world, visit wondrous sights and burst balloons. Right, that's the plot out of the way. Now let me tell you about one of the most addictive two-player, co-operate and exasperate games you'll see. Perhaps a little lacking for solo *Pangers* but believe me — bursting bubbles with a friend is something everyone should try at least once.

81%

PAPERBOY
● Encore

Paperboy has legions of fans, and is certainly a fair representation of the famous machine. It's playable enough for sure, but rather repetitive and, basically, doesn't have the appeal of the real thing. You know — getting up at half-five on a wet and windy schoolday morning, trudging several miles, and getting paid a pittance that barely kept you in Curly Wurlies for more than two days. Ah, fond memories.

60%

PASSING SHOT
● Encore

For a sport tailor-made for computer games there are few really good tennis sims around. *Passing Shot*s different, in that you get a 3D view for the serve which then flips to 2D top-down during rallies. This, really, is only cosmetic, and adds little to the game. With the court frequently scrolling your player off screen, you can get disorientated and play suffers accordingly.

66%

PIT-FIGHTER
● The Hit Squad

A conversion that should never have been attempted. The novel arcade original used digitized graphics of real people as it's selling point, of which the '64 version is stripped. As a result, it's a tedious, unresponsive and unplayable beat-'em-up with very little that will appeal for anyone.

35%

POLE POSITION
● US Gold

'Prepare to qualify'. Ah, who can forget those immortal words, uttered so seductively when you put ten pee in the slot? I always wanted to meet that woman. Maybe true love can transcend most boundaries, but clearly not the one between arcade machine and home computer. Gone are her sultry tones, and all that remains is a characterless and aging drive-'em-up.

55%

POWER DRIFT
● Activision

Yee har! Formula One was never like this. The question is, how could the thrills of the breathtaking original be squeezed into just 64K? Well, obviously they couldn't, but C64 *Power Drift* is a valiant attempt all the same. It's fast, and there's some pleasing stomach-churning hills abound. Even the effect of the buggy spinning (which is often all-too laughable in these things) is rather impressive. A good solid racer and no mistake.

85%

PSYCHO PIGS UXB
● US Gold

One of the oddest yet most compulsive concepts for a computer game ever. The aim's simple. There's a screen full of bombs and marauding hogs who, on the command 'go', run around attempting to blow each other up with the scattered incendiary devices. Zany — it sure is! With two players it's well worth a bash (and a laugh). Now, anyone remember the infamous ad campaign?

88%

PUZZNIC
● The Hit Squad

All the brain-twisters that were inexplicably launched upon us a couple of years ago, I believe *Puzznic* to be the best. You may not think it suits your tastes, but if any game's gonna convert you to the genre, this is it. Just don't expect many restful nights...

90%

QUARTET
● Activision

Deary deary doggins! Not only does this monstrosity bare only a passing resemblance to the arcade version, but it's a complete turnip to boot. Two player action makes it twice as bad — it means two people have to put up with playing the thing. I'd rather smoke my socks.

24%

R-TYPE
● The Hit Squad

Hailed in it's Spectrum guise as an all-time great, the C64 version enjoyed considerably less of such praise being forced into it's dusty pockets. Unless they've something to *really* make them stand out from the pack, scrolling shooters will always fade into memory. Sadly, this is the case with *R-Type*.

70%

ROUND-UP!

RAINBOW ISLANDS
● The Hit Squad

It's so sweet you almost want to cry. Chubby little heroes, chubby little baddies, a whole spectrum of happy colours and all those rainbows. Add to this playability honed to the point of perfection, a difficulty curve set on just the right side of manic and you have one of the best games around. C'est fantastique!

93%

RAMPAGE
● Reel Action

Why bother reading this when you've got it on your covertape? Shouldn't you be playing it? Go on now, scurry off and do so...

RAMPART
● Domark

A slightly unusual coin-op, this one. Up to three players can build castles by placing various geometric wall parts *Tetris*-style on the play area, then blow each other to kingdom come. Simply for the novelty of simultaneous three-player action, *Rampart*'s a jolly bash. Things can get incredibly fraught and, despite the incomprehensible scoring system, it'll keep you at it for some time.

82%

RASTAN SAGA
● The Hit Squad

Getcha loin-cloths on for another over-muscular, mythical hack and slash epic. *Rastan* seems, ratheer unfortunately, to have his broadsword shoved firmly where demons fear to tread, as this really isn't a very enjoyable game. If you're a closet gladiator you'd be far better off searching out *Barbarian* 1 and 2.

47%

REAL GHOST BUSTERS
● The Hit Squad

I never liked the cartoon, and the computer game emerges to a similar unimpressed reception. A grating rendition of the famous theme welcomes you to the title screen, and from there on, it's little short of a chore. Small, splodgy sprites run around zapping rather non-descript monsters, in a game where innovation and ideas seem completely non-existent. Even in simultaneous two-player mode, excitement is unlikely to rise above an inaudible murmur.

57%

RENEGADE
● Imagine

Ah, one of my all-time faves this — a beat-'em-up which allows all the dirty tactics you could ask for. Knee 'em in the groin, kick the smeggers while they're on the deck — sheer bliss. Many an enjoyable hours brawling's in store for anyone with the brawn to try it out. Without doubt one of the C64's finest moments for sheer arcade fun. Love it.

92%

RETURN OF THE JEDI
● The Hit Squad

Taking a detour after the vector based 'prequels', *ROTJ* is a diagonally scrolling shoot'avoid-'em-up. It's jolly enough for a while, and helped a lot by the tie-in, but never aspires to greatness.

66%

ROAD RUNNER
● Kixx

Meep Meep! The cartoon capers of our beloved editorial assistant's role-model are the tops. Pity about his C64 appearance...

44%

ROADBLASTERS
● US Gold

No, please, take it away! I won't beat around the bush — I dislike this 3D race-cum-shoot-'em-up with a passion — a passion born of disillusionment, that so dull a product could ever a shop-shelf fill.

22%

RODLAND
● Kixx

If you tuned in to last ish, then you'll recall th yours truly reviewed this very game as a re-release. If so, then you'll also remember that I rather liked it, and guess what — I still do! It's just one of those games you have to play again and again. It ain't staggeringly tough, just fun through to the underfelt. Last mumph I gave it 89%, but as I'm a particularly happy chappy right now I'll go one more...

90%

ROLLING THUNDER
● US Gold

Now here's a real oldie. The inspiration behind *Shinobi* and the more recent *Shadow Dancer* sets you as a 'Rolling Thunder' agent striding along platformy levels, blowing away dozens of villains. This game's really starting to show it's age and, with restart points being very scarce, can really frustrate. Not up to today's standards, but worth a blast if you're in the mood.

68%

RYGAR
● US Gold

Rygar's derivative, boring and charmless. In fact, I can't think of any more to say about it. My utmost apologies.

50%

ST DRAGON
● Kixx

Scrolling shooter with a twist in the tail — a mechanical dragon's tail that is. You're a mystical motorised creature flying left to right destroying all who stand in your way. Careful use of that previously mentioned tail is important, as it's impregnable nature makes a useful shield against enemy shots. This is certainly one of the 64's more playable members of the genre, and won't disappoint any discerning joystick-basher.

80%

SALAMANDER
● The Hit Squad

This is one of, if not *the* best looking game of it's type in '64-land and, for once, ultra-attractive graphics are blessed with spanky gameplay. The action's non-stop, the sprites are detailed and clear, and smiling cherries are just around the corner. You catch my drift?

91%

SDI
● Activision

Here's one game that I can safely say has never appealed to me. It's not 'cos I'm a particular pacifist (no more than anyone else anyway), but for the simple reason I find it tedious, dull and naff. At no point during play, does the shoot-'em-up action of *SDI* rise above mediocre. I never realised nuclear war could be so yawn-inducing (sigh)

46%

SHADOW DANCER
● Kixx

Get ready for some heavy duty 'ninjaing' the Woodhouse way, as man and beast form a formidable fighting team. With faithful mutt at your side, take on level after level of martial arts mayhem. Having just recently appeared on budget, *Shadow Dancer*'s well worthy of your dosh — a fun, if at times slightly over-hard game but it'll keep your shuriken flying for some time. Recommended.

82%

SHADOW WARRIORS
● The Hit Squad

Another ninja fighting game, this fails to hit the mark by a fair whack (pun intended). *Shadow Warriors* is slow, dull and distinctly lacking in variety of moves. When you think of *Way Of The Exploding Fist* and just how long ago that was released, it seems preposterous that such poor beat-'em-ups are still doing the rounds. The sorry fact is that they are, and you have the challenge of avoiding them at all costs.

48%

SHAO-LIN'S ROAD
● The Edge

The sun has got his hat on
Hip hip hip hooray
The sun has got his hat on
and he's coming out to play,
but he's not going to play *Shao-Lin's Road* on account of it being rather poor.

52%

SHINOBI
● Mastertronic

Not a bad conversion of the popular platform-shooty thing. It's thoroughly playable stuff, which fans of the original will lap up. Everyone else? Well, give it a try and you never know — you just might like it.

80%

SILKWORM
● Storm/Mastertronic

This remarkably popular left to right shooter featured the, then novel, now standard, pairing of helicopter and jeep, alone against the world. Essential for your collection Mrs Robinson..

90%

SLAPFIGHT
● The Hit Squad

Almost ready to draw its pension, this ripe old blaster could teach some of today's shoolies a thing or three — the phrase 'fast and furious' was made to measure. It may not keep you rivetted for hours on end, but you'll have plenty of excuses for serious short-term joystick punishment.

76%

SOLDIER OF LIGHT
● RAD

Ill thought-out graphics and clumsy controls are never the best ingredients to start a game recipe with. As you may have guessed, *SOL* has 'em both a shame, as we could've had a playable blaster on our hands. It isn't *that* bad: there's just a few niggles that could (and should) have been ironed out. A lack of serious play-testing, I'll wager.

60%

SMASH TV
● The Hit Squad

Now this is more like it. Violence, huge guns, blood, gore, and all in the name of light entertainment for the TV loving public. A 21st century version of *The Price Is Right*, *Smash TV* sees you blowing away thugs en masse for big prizes — such as cash, holidays and even toasters! It's merry, harmless fun, that no slightly unbalanced psychotic should find him/herself without.

83%

SKULL AND CROSS BONES
● The Hit Squad

Become a pirate and sail away to high adventure on the Spanish Main. Alternatively, grab a copy of *Skull And Crossbones* and get bored senseless. Never has the acquisition of pieces of eight been so laboured and tiresome. This, capped by annoying bugs like getting stuck on a screen if you miss one baddy earlier on, make *SAC* utterly forgettable.

40%

SLY SPY
● Ocean

This collection of gamestyles scores highly for variety, but no section has been given the individual thought required to make it much cop. It's graphically fine with some effective parallax, but unfortunately unchallenging, shallow gameplay and one of the most diabolical multiloads this side of *Street Fighter 2* ensures it'll gather dust in attics all over the world.

58%

ROUND-UP!

SPACE GUN
● The Hit Squad

Op Wolf hits the space-ways with as much blood 'n' guts action as you could hope for. All manner of grisly alien beings explode in a shower of limbs and entrails, as you attempt to rescue captives aboard a drifting space hulk. With the arcade machine's huge gun replaced by a small floating cursor, these things never have quite the same bite after conversion. On the other hand, presentation's of a high enough standard, and even chickens with lips won't cause you to bat an eyelid while you play.

78%

SPACE HARRIER
● Encore

Woah there! Talk about getting chucked in at the deep end — this game is quick, and I mean QUICK! So quick in fact, it seems that the programmers, in their eagerness to make a game to break the sound barrier, forgot one minor detail — playability. You get a huge number of lives, but that's little consolation, considering the ludicrous difficulty level. Any number of unavoidable deaths crush that delicate little germ known as enjoyment into dust.

42%

SCI
● Ocean

Chase HQ (*SCI*'s prequel) was, to all intents and purposes, a disaster on the C64. Thankfully, *SCI* is speedy, action-packed, colourful, cuddly, upwardly mobile, born of noblee blood and without prejudice, slow pace or long pauseas.

88%

STREET FIGHTER
● Kixx

Two remarkably different versions of this game came into existencee. A US version with clear graphics but plagued byy un-responsive controls, and a British version boasting large sprites and scrolling backdrops. Twwas noted, however, that bobth games fell way short of f the mark that denotes quality software. And with that, a suitably low mark was awarded.

54%

STREET FIGHTER 2
● US Gold

In this seemingly impossible conversion, all the characters and, amazingly, all the moves are included — some of the playability (if you look very carefully). The program is, however, littered with bugs. Visuals are messy and break up at times and the multiload — aaaargh! Though inevitable, it's still a nightmare by any standards. A game beyond the limitations of the machine, and as such you should forget about it.

55%

STRIDER
● US Gold

One of the most impressive things about the original *Strider* were the mighty end of level guardians. Obviously, some of these have been omitted from the '64 version, but the real prob is the difficulty. One thing I can't stand in this type of game are very tight time limits. What's the point in nice detailed graphics if you can't hang around long enough to appreciate them? Oh well

51%

SUPER MONACO GP
● Kixx

Drive around some of the most famous race circuits of Europe in this rather fine example of the genre. It's quick, good looking, and with the novelty of a rear view mirror that actually works. Okay, so it's not that vital, but a nice touch all the same. Yep, I can recommend this 'un.

85%

STUN RUNNER
● The Hit Squad

What in the name of pre-decimalisation is a self-hypnosis prog doing in a coin-op conversion round-up? (is that a record for the most hyphens in one sentence I wonder?). Okay, it's nothing so sinister — unless, of course, you term a dodgy 3D mess as sinister. You see, this is a bad concept which has turned into an even worse game. It's supposed to be a supersonic futuristic racerama — don't make me laugh. No gameplay, no way!

24%

SUPER SPACE INVADERS
● The Hit Squad

What d'ya get if you take an age-old formula spruce it up with some pretty backgrounds, add a couple of sub-games and sprinkle a few add-ons over the top for good measure — all without sacrificing what made the original great? *Super Space Invaders*, that's what.

80%

SUPER OFF-ROAD
● Virgin

Experience all the thrills and spills of monster truck racing from the comfort of your own armchair. Endorsed by Ivan 'Ironman' Steward — apparently one of the stars of the sport — you g to take on the man himself as well as a friend in two player mode. An attempt to update the class *Supersprint* formula, *Off-Road* has some very ta vehicle animation. The prob. is that, with all the bouncing and jostling, you never feel totally in control. With a second player it's alright for a bit, but still not much to shout about.

64%

SUPERSPRINT
● The Hit Squad

Inexplicably, *Supersprint* made a spluttering and unimpressive appearance on the C64. Graphics were never the game's strong point, and people always moaned about the awful collision detection, but it was still great fun on other systems. The C64 version, however, seems to amplify all the bad points and adds dreadfully unresponsive controls to bury the gameplay.

44%

THUNDERBLADE
● US Gold

Thunderblade's conversion was as good as co have been hoped for. That's not to say, thoug that it's particularly great. Things are made extremely tricky by sluggish controls and ocasionally-messy graphics, obscuring incoming missiles. It's top-down and 3D viewpoints add variety, although vertical sections do seem bland comparison. Still, impressive end-level monstrosities are smart, and the high difficulty will keep you at it — you don't tear a your eyelashes out first.

65%

TIGER ROAD
● Capcom

Dash along duffing cutlass-wielding thugs as you go, in this so-so adventure. What really spoils it is the end of level guardians — they're just so blasted hard to kill, and this is made worse by the heroes inability to change direction in mid-air. Even so, graphics are fair and baddies show at least a small degree of intelligence. It's small consolation but you can't have everything can you?

60%

TOKI
● Ocean

A large platformy world awaits you, the unfortunate star turned into a chimp by magic powers. Conquering the game is the only way back. It's big, bold and brazen. A good challenge for platform addicts.

79%

TOOBIN'
● The Hit Squad

The coin-op featured an odd 'circle of fire-buttons' control system which, when lost in conversion, made computer variants a little tricky to get to grips with. Even so, controlling the hip 'n' trendy Biff and Jet as they travel down various hazardous rivers is quite cheerful, and a sprinkling of humour is always welcome.

72%

TRACK AND FIELD
● Konami

Doncha just hate wagglers? I mean, not only do they kill joysticks but they all handle identically. It's an outmoded idea that's okay for a couple of goes, but not worth the effort playing at home.

28%

TURBO OUTRUN
● Kixx

A straight 3D racer that fails to excite in much the same way as it's predecessor's conversion did. True, *Turbo*'s a sight better than the original *Outrun* drive, but when compared to *Outrun Europa*, it pales quite dramatically. It simply doesn't grab you by the shoulders and scream 'Play me', and you won't. Not much, anyway. Better games have appeared since.

69%

TURTLES 2 — THE COIN-OP.
● Konami/ Imageworks

Graphically outstanding and with marvellous music 'n' FX, *T2* is a highly-polished package. Beneath the classy streets that are the presentation however, lie the murky sewers of the gameplay. Well, actually it's not that bad, but I couldn't resist the pun. I must admit I was never over-struck by the arcade version, but fans won't be disappointed. There, I didn't even say cowabunga — oh damn.

72%

UN SQUADRON
● US Gold

Another of the 'relied on its graphics' coin-ops that becomes seriously average in it's transition to the C64. Three different planes are on offer, but basically it all adds up to the same thing. Blam connoisseurs will get a kick, but most people will doubtlessly want a little more depth and originality.

70%

VINDICATORS
● The Hit Squad

My mother used to read me stories at night. One I'll always remember involved a computer game, with attractive graphics but terribly boring gameplay. You know, it's uncanny — she could almost have been talking about *Vindicators*...

45%

WEC LE MANS
● The Hit Squad

Driving's always been a good subject for video games, so everyone take a lesson from *WEC Le Mans* on exactly how it shouldn't be done. This game is shoddy to say the least. Sense of speed is negligible, roadside objects are blocky and poorly drawn and the sound's awful. It's supposed to simulate the famous 24 hour race — you'll be lucky if you can stand it for 24 seconds.

30%

WONDERBOY
● Encore

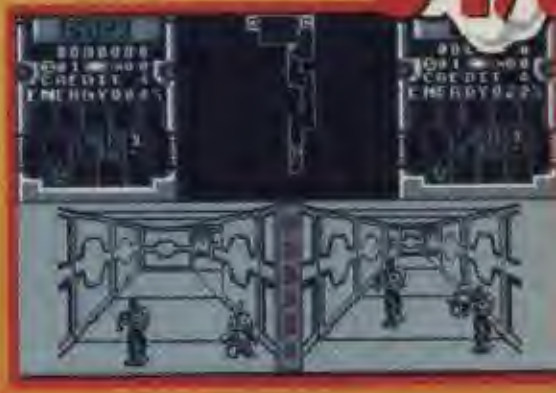
Being a bit partial to a good platformer, it was disappointing to see this opportunity missed. Sure it's well passed retirement age, but that doesn't stop it from being badly thought-out, and far too easy. Visually, it's quite attractive (at first glance) but a lack of detail and some unpleasant sprite-obscuring backgrounds just compound overall apathy. The years have not been kind.

63%

XYBOTS
● The Hit Squad

Xybots is an unusual split screen affair, where two players run along 3D tunnels blasting aliens and collecting bonuses. Lack of speed is the main let down, although the monochrome graphics do little to inspire further exploration. Tricky controls don't help proceedings either, meaning you often wander unawares into the midst of raging gun battles. Okay at first, but boredom is never far over that pale horizon.

54%



YIE AR KUNG FU
● Imagine

No prizes for guessing this is another beat-'e up, and, as with so many others, there's not much to shout rude poems about. On the up-side, it's quite a toughie if you're after a challenge, but don't kill yourself trying to hunt it down.

62%

Righty-ho, that's your lot then — every C64 coin-op ever. Weeeell, probably not, actually, but then again I'm the kind of a guy who just doesn't care. Feel free to write in with any that I've missed to the usual address, and I'll bin 'em without reading 'em — so there!

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Their address is as follows: Computer Cavern, 9 Dean Street, Marlow, Bucks S17 3AA. Tel 0628 891101. Great, eh?

The 8-bit Asylum is a place where few dare enter. On the outside it looks calm and composed, almost pleasant some would say. But appearances often hide a darker side and 8-bit asylum is no exception. At night, the dormitories are full of saddened cries — Spectrums whimper as they struggle against their restraining bolts, Amstrads whine as their cages are re-enforced and Dragon 32's are injected with graphic-generating drugs. Mega Drive matrons and SNES supervisors patrol the area, harshly silencing the new arrivals — NES and Master Systems who, unaccustomed to their new surroundings, kick up a fuss about the days when they were in charge. Huddled in the corner of the ward cowers a solitary '64. It solemnly weeps into it's coarse issued gown and recalls the days it used to share with it's beloved owner. 'If only he'd collected more games' blubbered the '64, 'he wouldn't have thrown me to one side'. A sorry tale indeed, but one that can stopped! Oh yes, because the story we've just related is yet to happen. In fact it may not happen at all!

You may be such a Commodore owner who would like to get your hands on loads of C64 software, and yet tragically, due to either financial reasons or just because of life in general, do not. This is the page to change all that...

NASCR (National Association of Specialist Computer Retailers) are a group who support the '64 to it's fullest and strongly believe it's a long way from being hauled off to any asylum. They're dedication and support means one great thing for Commodore users — they've got *a lot* of '64 software. Thanks to NASCR and one of the best stockist around — Computer Cavern/Capri Marketing — we've 200 quids worth of software to dish out to several lucky winners. The overall winner will receive the software of their choice up to the total of £100! Just think of how many games that could consist of — lots, basically! And that's not all, because ten lucky runners up will each gain £10 worth of games, again, of their choice — now is that generous or what?

Of course, it's not gonna be that simple but the prizes mayb yours if you can complete the following questions and tie-breaker.

1) Which company supports the '64 to it's fullest?

2) Which software stockist is one of the best around?

Tie-breaker, to be completed in no more than a small sentence: If I received £200 in cash I would...

The most original and funniest answer will take away first prize — obviously.

Send your entries to: Gis' us sum games, COMMODORE FORCE, Impact Magazines (UK) Ltd., Ludlow, Shropshire SY 1JW.

The editor's decision is final, not only because he's the boss, but due to his facial hair which, at times, can be quite unsightly. Any entries received after the 29th July won't even be considered in any shape or form. Not even vast amounts of money, bein

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THE TIPSTER!

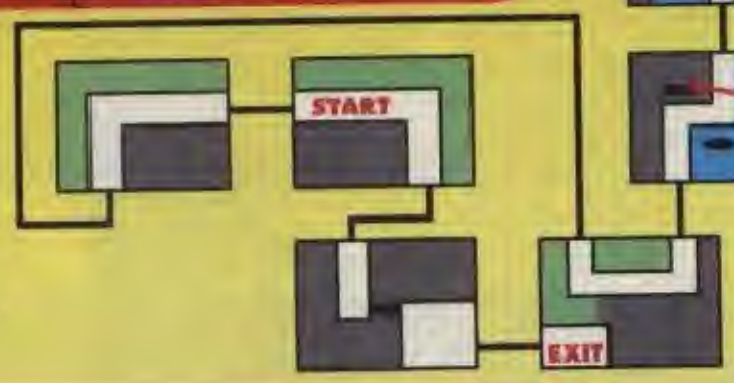
I've had to prevent the bailiffs from removing my file of tips this month. 'If you're not going to pay up for your electrical appliances' they grunted 'we're 'avin this little lot'. I wouldn't have minded but I haven't bought any electrical appliances recently — apart from a couple of street lamps, an electric chair, eight fences and three eels — so I stood my ground and told them where to stick their credentials. Okay, so it turned out to be a mistake, but who needs working limbs anyway?

TIP OF THE MONTH! CART WINNER!

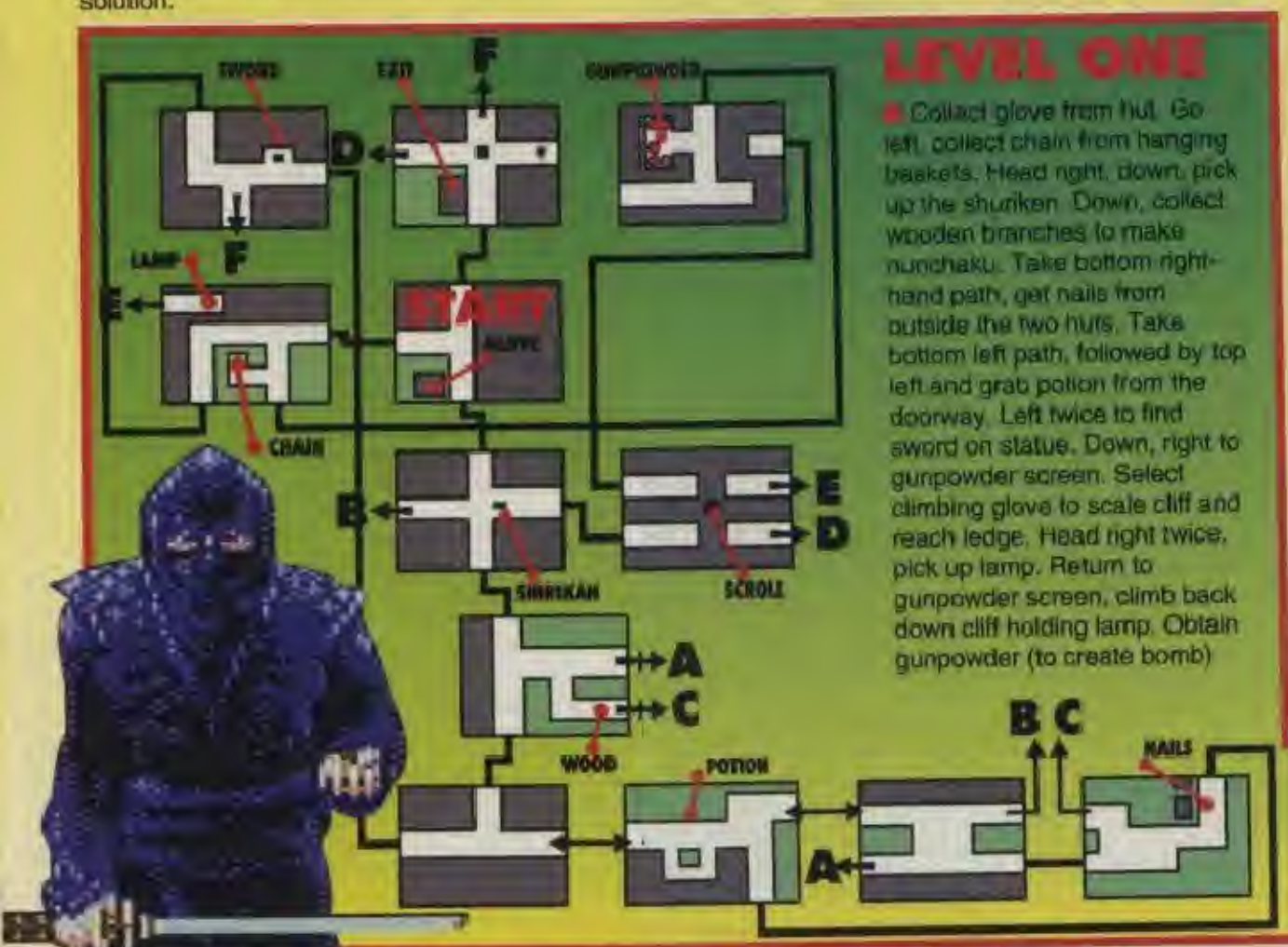
YOU ARE A WINNER! You are, that is, if your name's **Anthony 'The Satan' Hayton** from **Wigan**. The solution and maps this guy sent were so good, he was the obvious winner of Datel's amazing Action Replay cart. Congratulations Anthony.

LAST NINJA 3
● System 3

I'm always receiving requests for solutions, and this is, without doubt, one of most requested. Due to limited space, I couldn't cram it into last issue's Clinic Special. So, with the help of 'Satan' himself, I proudly present the complete solution.



■ Go right and follow path to water. Collect bellows from window. Crouch in front of boat to release it, go up and jump over gap using boat as platform. Walk up, get potion from window, and go up, left, for scroll. Take bottom left path, collect rope from tree. Take top left path and go down. Crouch to release boat and go down again, using boat to cross gap. Follow path, go backwards down vine and right, into doorway holding scroll and nunchaku. Defeat end shogun to continue.



LEVEL ONE

■ Collect glove from hut. Go left, collect chain from hanging baskets. Head right, down, pick up the shuriken. Down, collect wooden branches to make nunchaku. Take bottom right-hand path, get nails from outside the two huts. Take bottom left path, followed by top left and grab potion from the doorway. Left twice to find sword on statue. Down, right to gunpowder screen. Select climbing glove to scale cliff and reach ledge. Head right twice, pick up lamp. Return to gunpowder screen, climb back down cliff holding lamp. Obtain gunpowder (to create bomb) and climb cliff. Right, place bomb at base of boulder. Admire explosion, walk left, climb down cliff. Left, down twice, right, collect scroll, right. Enter doorway holding scroll and nunchaku then defeat the shogun.

THE POKES

Possess an action replay? Then use these in conjunction with the Anthony's main tips and you'll be laughing. Ha-ha-ha!

CASSETTE VERSION

- POKE 28986, 165 — Infy lives level 1
- POKE 29231, 165 — Infy lives level 2
- POKE 28824, 165 — Infy lives level 3
- POKE 29059, 165 — Infy lives level 4
- POKE 29212, 165 — Infy lives level 5

DISK VERSION

- 28962, 165 — Infy lives level 1
- POKE 29207, 165 — Infy lives level 2
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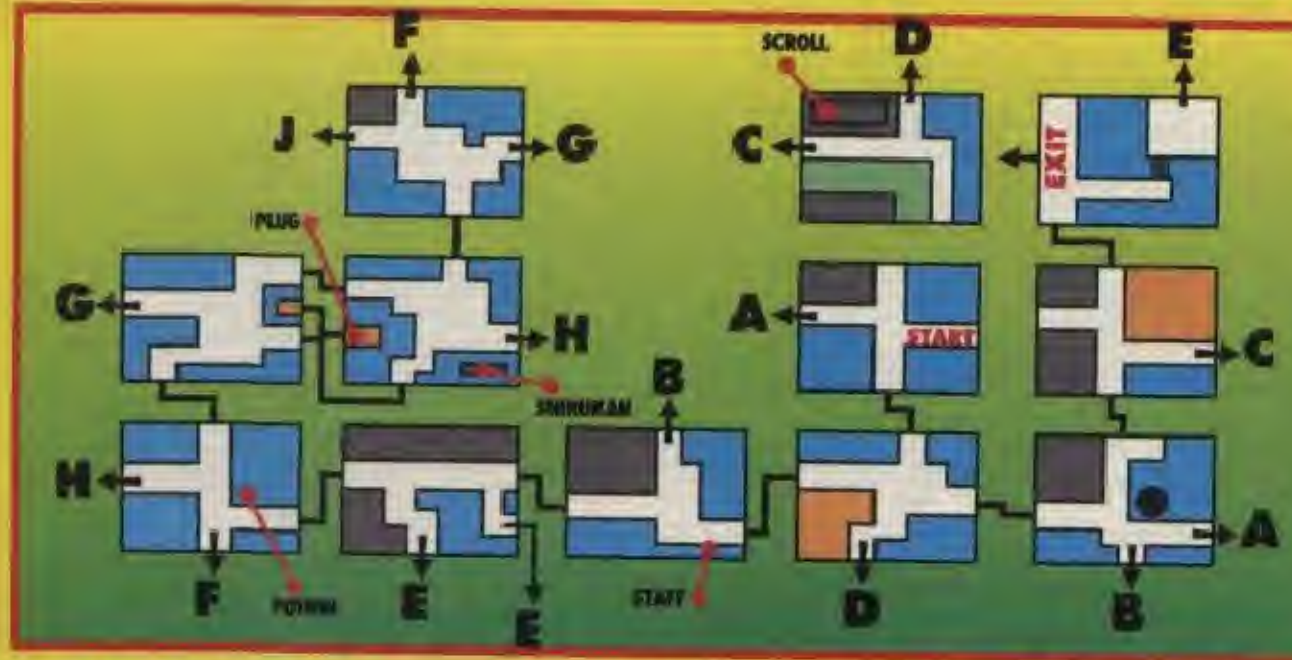
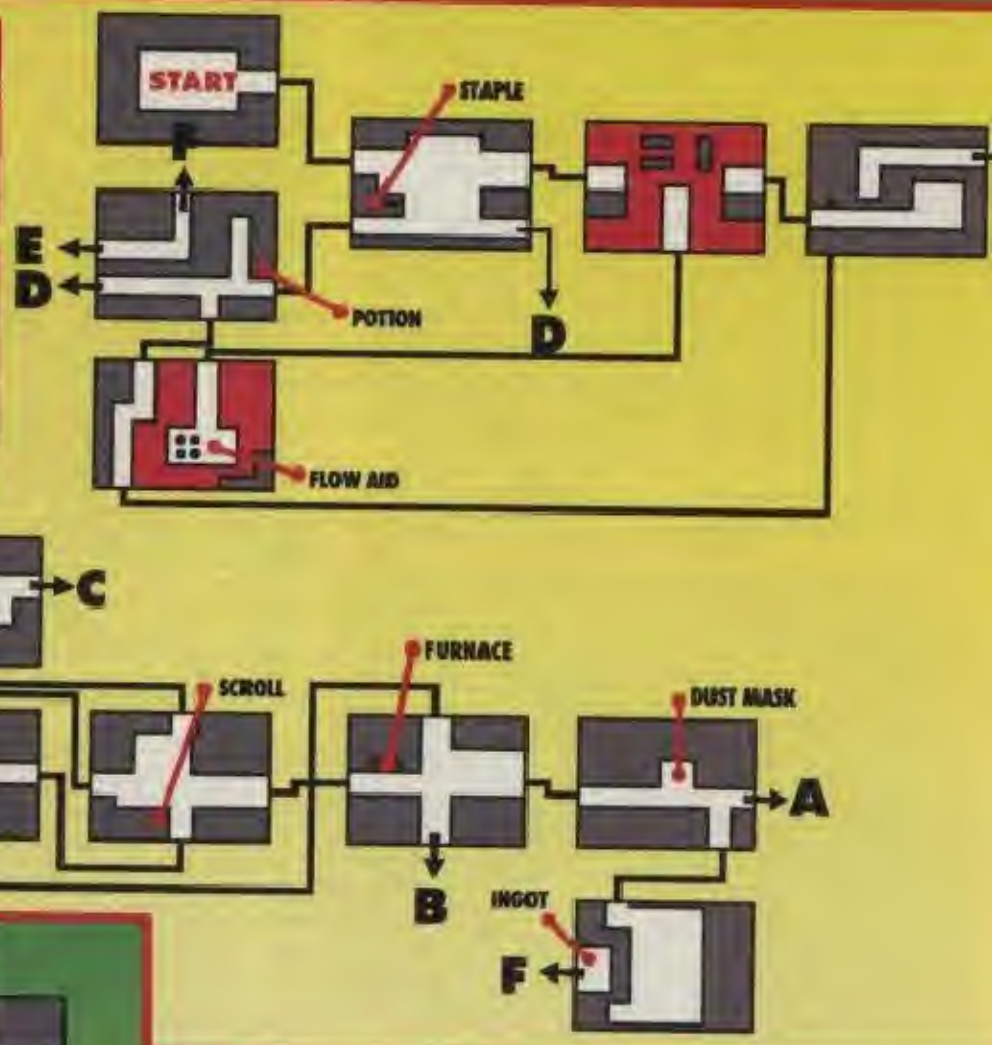


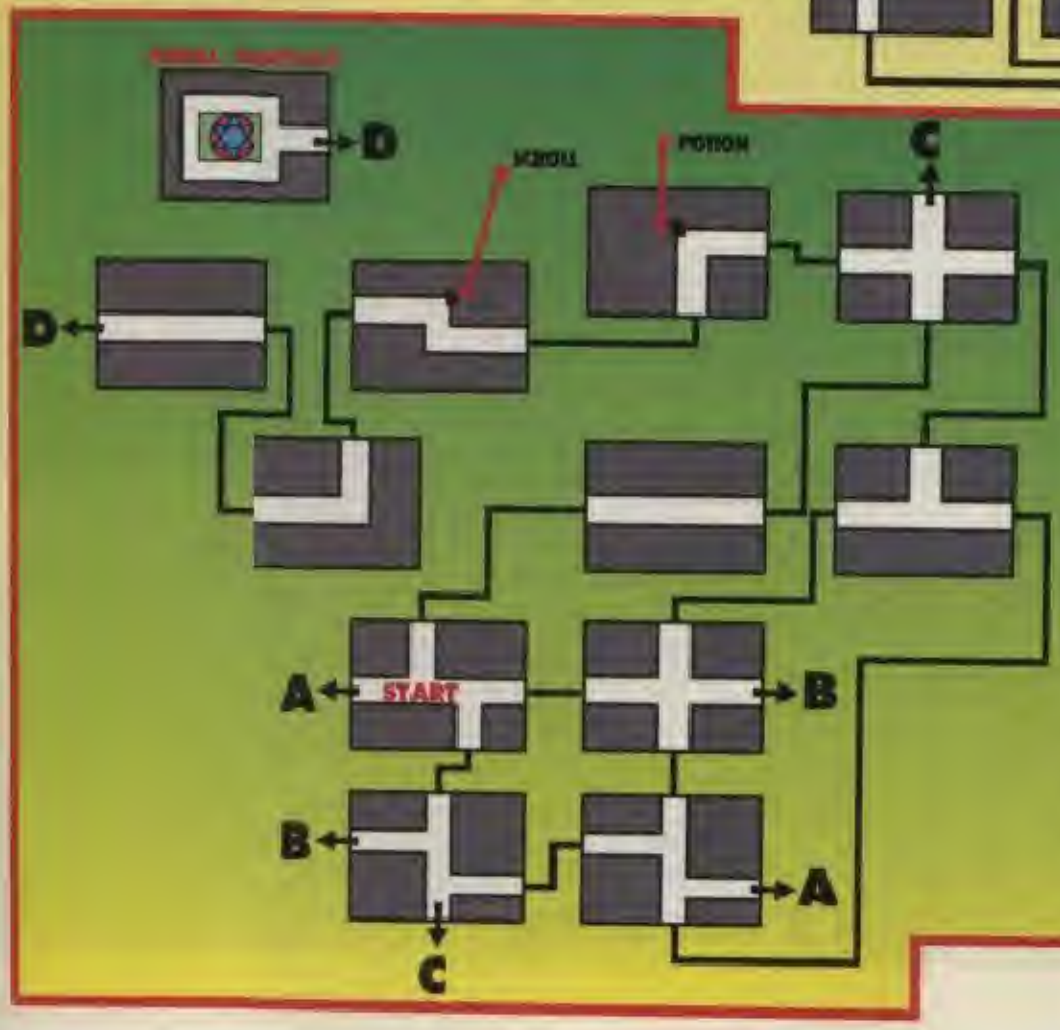
LEVEL THREE

■ Go up, collect scroll from doorway. Up, take left-hand path and nab staff (hidden in reeds at bottom of screen). Head left twice, collect potion from pot before walking up. Jump onto jetty to next screen and collect plug from top-right corner. Walk back along jetty and jump off. Take bottom-left path to obtain shuriken from behind hut. Head up, left, take bottom path to waterfall. Cross bridge, go down twice and select plug. Walk to drain at waters edge and use pick up motion (you'll flash when done correctly). Go up twice, enter doorway holding scroll and nunchaku, defeat shogun and enter level four.

LEVEL FOUR

■ Go into next room and collect staple from box. Take bottom-left path and get potion from cauldron. Go back to previous room and take top-right path. Jump lava using central path, NOT THE FLOATING BLOCKS! Go right, hold staple, climb wall, follow path until you emerge from doorway and collect gold ingot. Climb down side, up onto next screen and pick up dust mask. Head back the way you came, climb wall, go left and jump onto central path. Select dust mask and walk right. Collect flow-aid and exit room. Right, select staple and climb wall. Follow path and climb down wall. Up, left twice, get scroll. Left, collect key mould from bones, up and right. Select bellows, stand in front of furnace and use pick up action until fire burns brighter. Hold key mould and use pick up action again — a key should now be in your inventory. Select key and go down, killing bad guy. Turn to face gate and, whilst holding down fire, push up, left/right, and gate should open. Go down stairs holding scroll and nunchaku. Wallop the shogun to continue.





LEVEL FIVE

■ If using a lives poke, only use your fists to fight as you'll get full bushido, which will make the final confrontation a lot easier.

Use top path and continue until you reach first set of crossroads. Take left-hand path and collect potion from corner. Go to next screen and get scroll BUT DON'T SELECT IT YET! When at the evil shogun's chamber, stand in centre of star on floor. Select nunchaku and push up, left/right on joystick. Keep position held and select scroll. The shogun begins to throw shuriken which deplete your energy, but if you've full bushido you'll survive. The more bushido you have, the easier this confrontation will be. But fight on, and low and behold, *Last Ninja 3* is finished!

PLAYING TIPS!

Slapfight

Leave Lee here at the start and go sort out the rest of the level.

LEVEL ONE KIPSVILLE

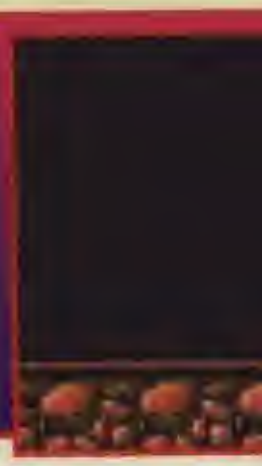
You can leap over and shut the trapdoor, but to make things quicker just fall down it!

Close the drains to stop the water pouring out.

There's only one way to get Lee across the gap. A traditional kick in the pants!

Hold Lee at the edge of tthe platform and wait for thee barrel. Get both Lee and Ralph on it to begin with, as the lad has a tendency to walk off!

Wait at the roadside until it's safe to cross. When it is, push Lee across — fast!



PLAYING TIPS!

Collect enough of the 'COMIC' letters and you can walk through this wall into a bonus screen for an extra life.

Take a big run-up and kick Lee off at the very end. He should just make the platform to the right without needing to bounce on the wire.

Drop into the gaps to form a canine bridge.

Again, a lengthy run-up is needed to clear the gap.

It's easier to leave Lee somewhere safe while you check out the remaining obstacles. This pit provides the perfect nursery.

Take a good run up and kick Lee across. Wait until you hear the bounce of the wire and jump across yourself. This is very difficult, but perseverance pays off.

Push the lollipop lady (or is that gentleman?) into the road to stop the traffic.

Smash the warden over the head. It's easier than trying to navigate Lee around him.

● Ocean

One of the best '64 games to appear in a long, long time. It's by no means easy though — the first level alone throws you right in at the deep end. So, to make you more comfortable with the many problems at hand, here's a rundown of key puzzles and bonuses.

PLAYING TIPS!

FIRST SAMURAI

● Ubi Soft

Everyone puts a lot of effort into the tips they send in, so there's nothing more disheartening than getting your work printed but not yer name! Being a fool, I totally forgot to give **Alex Dobson a mention for the astounding** *First Samurai* tips he sent in. Fortunately, Alex now has the answer to the last three levels, so here they are in addition to the first instalment back in Issue 6. For all your hard work, Alex, a mystery prize will soon greet you.

LEVEL EIGHT

This level is much the same as level six. You need four diamonds to safely get past the energy beams, towards the end of the level. Don't worry when you can only find three diamonds, as the final one is found after the first two energy beams. The final baddie is reasonably easy to kill — once you know how. Lash out with the sword and when it spits a fireball, move inwards. As it moves higher up, use the platforms to reach it. Touching the baddie doesn't harm you, only the fireballs are fatal.

LEVEL NINE

The code is BZGVSN. The end baddie is a walk over. Just jump between the lifts, collect all nine pass keys, go up, summon the wizard, hit the energy beams, hit the rocks and exit the level.

LEVEL TEN

Collect the scrolls to reveal the demon at the end. To find the scrolls, however, you must first collect a lamp. Two of the scrolls can be reached by bridges built by the wizard, so if in doubt, call him. The demon is hidden behind a curtain at the top of the level, it's fairly easy to spot because (a) there are no other bits of scenery with ominous looking bulges and (b) he has an appalling taste in colours. Once summoned, his head bursts through the curtain, but he's very easy to kill. Just jump around hacking at his eyes. Get in close, jump up and down and hack away. Ignore the fireballs — as long as you keep jumping, they'll miss you.

HALL OF FAME

The amount (and quality) of the work you've been sending in recently has been excellent: detailed solutions, huge maps and original pokes and cheats.

Don't despair if your stuff isn't included straight away — there's a strong chance it soon will be...

■ Andy Page (Hull), Jonathan Hurrell (Cornwall), John Crompton (Wigan), Barry Byrne (Ireland), Sean Stimson (Wilts), A Hopson (Wilts), Dean Kelly (West Midlands), Michael Witham (Earth), Dave Hesford (Merseyside), Andy Edge (Notts), Barry McQuillen (Cleveland), Alex Sprake (Suffolk), Neil Boulton (Stoke-On-Trent), Paul and Gemma Moy (Devon), Adam Channell (Hants), and the many others I've failed to mention. ■

POKE CORNER

And they did say unto me 'Oi, Tipster, give us some pokes pronto' and I did calmly reply 'okay, okay, give a Tipster a chance', and as if by magic, a subtle portion of pokes did appear.

Arnie — 32846, 173
43669, 173
43787, 173
44250, 173 = Infinite lives

Gladiators — 11199, 173 = Infinite lives

Robin Hood Legend Quest —
35715, 173 = Infinite energy
35710, 173 = Infinite lives

International Truck Racing —
34941, 173 = Infinite fuel
34460, 44 = Infinite damage
33228, 173 = Infinite cash

Trolls — 6248, 173 = Infinite lives
7141, 44 = Invincibility
SYS 8192

SEYMOUR GOES TO HOLLYWOOD

● Code Masters

Is he a potato or a lump of lard? To be honest, I couldn't give a donkey's dinner, but rest assured it can get confusing — especially in the Maze Of Studios. Notice how the doors in this area are different colours? This is for a good reason. The green and yellow doors mean go to the right of the screen to get out and the blue doors mean go through the middle of the screen. Repeat this process to reach the beginning. Thanks go to **Y Gregory** from **Bolton** for letting us in on that one.

My treasured column has been intruded, stamped upon and severed this month to a measly five pages! But I shall not be defeated, I will not let James and his page allocations dictate what a Tipster can and cannot do. I will fight him on the beaches, I will fight him in the car park, I'll buy him a cup of tea and beg for my pages back.

So until that fateful day, enjoy the sun and all the potential it has to offer. The place where I work: The Tipster, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Welcome one and all to yet another round-up of testing and terrible technical troubles accompanied by armfuls of amazing alliteration! You may notice a few changes in my column (oo-err!) over the next few months so stay tuned...

THE MIGHTY BRIAN!

THE PLOTTER THICKENS

Dear Brain,
I have a Commodore 1520 Printer/plotter and require a new set of pens, but I'm unaware of an outlet that stocks them. Could you advise me if you know of anywhere that sells them?

Also, I've been reading about the 128 CP/M mode and I'm wondering where I can get the software for it.

Robert Harvey, Harlow, Essex

The 1520 is a rare beastie — instead of printing line by line, it's actually a Plotter that builds up its output in lines by using up to four colours! The pens can, I believe, be obtained from Meedmore. Give them a ring on (051) 522 2202 and see if they have any in stock.

As for CP/M mode on the 128: before the machine was released, everyone was promising lots and lots of software for 128 and CP/M mode. However, very little emerged. Try Kingsway PD (see their adverts in issues of COMMODORE FORCE) or even ICPUG (the Independent Commodore Products User Group) to see if you can track down some software.

IT TAKES TWO BABY

Dear Brian,
With Issue One you gave away a Tips Force Book that was stuck to the cover. WOW! I thought, a load of great listings and pokes.

I had recently purchased *Wrestlemania* and found a listing in the book for infinite time, credits and energy. I typed it in, saved it and ran it. It said DATA ERROR. Is the listing wrong?

Anthony Samuel, High Wycombe

Mr Brian Strain,
I have a problem with a *Buggy Boy* cheat listing in the Tips Force book from Issue One. Everything ran and loaded fine, but I never had infinite time. Can you help me?

Kevin Johnson, Romford, Essex

Anthony and Kevin are just the tip of the iceberg; I get several letters a month asking for cheats, maps and even instruction booklets for games! Most of these queries should go to the Tipster or his 'able assistant' Miles, but I will deal with these two enquiries, and give you a guide on cheats and how to enter them.

1) Don't rush. Take a line at a time, checking as you go.

2) Ensure that you copy EVERY number identically.

3) SAVE the program to a blank tape or disk.

4) RUN it

5) If you get the message PRESS PLAY ON TAPE, insert the game tape (rewound to the start) and press play.

6) If you get an OUT OF DATA error, check the listing — you've made a mistake entering the DATA or the lines that read it.

7) If SYNTAX ERROR appears, you've mis-typed a word or excluded the correct punctuation.

8) If the message DATA ERROR is displayed (as printed by the cheat itself), check EVERYTHING very carefully.

9) If the cheat doesn't work or the game doesn't load, you may be using it with the wrong version, such as a budget re-release where the loader has changed.

According to my sources in the Tipster's office, the cheats for Bubble Bobble and Buggy Boy have turned out to be faulty (my most humble apologies — Chris). Wrestlemania should work, so eyes down, Optrex in, while you recheck it!

Brian

OVER THE EDGE – RETURN OF THE STAR LC200

Dear Prof,
I've tried your little program to test the Sprint 128/IC 200 printer — it DOES NOT WORK! I get words on the screen but not on paper.

I had loads of hassle when I bought it from Datel. It kept crashing, printing out gobbledygook and I kept returning Sprint 128s. They tried to help, first saying it was my 'new' C64, then taking 19 days to send back the printer when I returned it to be checked.

Can anyone help?

Mr J S Hawells, Witton Under Edge, Glos.

Well JS, this is a problem and I've had similar trouble dealing with Datel myself. Their advertising still carries the Star LC200 package (with Sprint 128) and a separate sprint 128 — the company no longer stocks either.

Make sure you've set up the printer as described in the February issue. If you have, and the printer still refuses to accept commands, might I suggest you purchase the 'Universal Printer Interface' from Meedmore. Full details can be found in Issue Four of COMMODORE FORCE. You might also like to try a Centronics cable from Datel at £12.99 (but first read the letter elsewhere on the same subject).

Brian

MOTORHEAD MADNESS

Dear Brian,
You may ask what a headbanger like me is doing writing to a magazine like COMMODORE FORCE? Maybe I'd better put some soothing Metallica on — that's better ***(NO IT ISN'T — Brian).***

When I used to have short hair (and a certain other 8-bit computer), there was a program called Voice Manipulator that allowed you to play music through your computer. Is there such a thing available for the C64? If so, can you put it on the covertape?

Peter Watson, Liverpool

Who needs to take up valuable covertape space when I can print a small, yet perfectly formed, listing on this very page? Here we go...

```
10 REM * MUSIC CASSETTE *
15 REM * WITH THANKS TO DARREN BURKEY *
20 C=0: FORL=49152 TO 49198
30 READ A: POKE L, A:C=C+A:NEXT
40 IF C<>5424 THEN PRINT "DATA ERROR"
50 SYS 49152
60 DATA 120, 165, 1, 41, 159, 133, 1, 162, 0, 142, 17, 208, 138, 57, 0, 212
70 DATA 232, 224, 24, 208, 248, 160, 15, 162, 0, 173, 13, 220, 41, 16, 208, 6
80 DATA 140, 24, 212, 76, 25, 192, 142, 24, 212, 238, 32, 208, 76, 25, 192
```

Brian

THE GAMES GURU

In my prime position as technical adviser, I receive many enquiries concerning games — more to the point, how to create them! Well, the only true enlightment in this world can be found at my feet, so over the next few months I'll be bringing you hints, tips, complicated listings and helpful guides on how to write games. This will be backed up by a series of utilities on Reel Action. Let's roll!

BACK TO BASICS

Some of thee many topics I'll be coverring are:

- **Sprites**
- **Sound**
- **Scrolling**
- **Backgroumnds**
- **Presentation**
- **Loadings and saving**
- **Raster interrupts**

...and a whole load more.

LESSON 1

SPRITES

The correct title for sprites is actually Movable Object Blocks, or MOBS for short. You'll recognise them as the heroes, enemies and bullets of your favourite computer games. But how do you make sprites? The first step is to understand that a sprite is made up of 64 bytes of information, although the last byte is left blank (more on that next month).

Each byte is made up as follows:

128+16+8+1= 153

So, if you fill in all the boxes and add up the corresponding numbers across the tip, you get a total of 255. If all are left blank, the total is 0. Whenever you fill in a box, a pixel is turned on in the sprite. If a grid is left blank, the correspondin pixel is left blank (it will show the colour of the background behind).

Now, you need to have 3 'grids' or bytes in each row, and there are 21 rows in total (21x3=63).

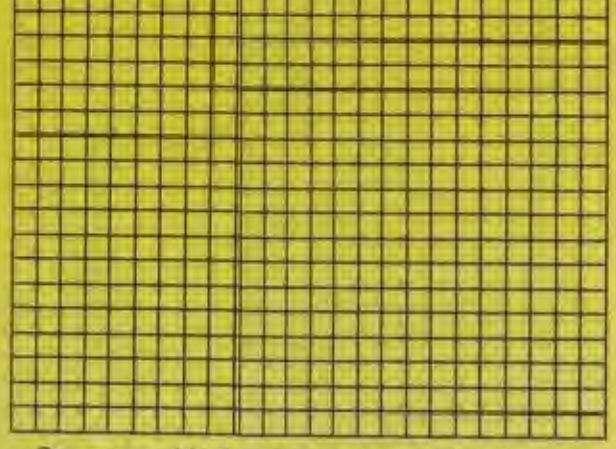
If you have any suggestions, or if you have a particular problem you want solved, write to me at the address at the end of the column.

CENTRONICS TO SEE YOU, CENTRONICS

Dear Sir,
I bought a Star LC200 but there was no Sprint 128 with it and so my mum wrote to Datel for one. They sent a CPL (Centronics Printer Link) cable and a program on tape. I followed your advice in the February issue, but when I typed in PRINT4 etc, the cursor disappeared and nothing happened. Even with the CPL program in memory I couldn't get it to work. Without the program, I get a DEVICE NOT PRESENT ERROR message. I have a C64, datasette, Star LC200 and CPL, but no disk drive. How do I get it working?
Marcus Watson, Newcastle-Upon-Tyne

● *The Centronics cable and how to use it has become a common theme in recent months, so here we go with some more advice.*
If you want to use the printer from basic, you'll need to do the following:
OPEN2,2:PRINT2, "HELLO":CLOSE2
To list a program,
OPEN2,2:CMD2:list followed by Return
Next type PRINT2:CLOSE 2 (Return)
If you wish to use the printer with commercial programs, you'll need to use the Centronics/Parallel/user Port/geoCable/device 2 option if there is one. The majority of programs will only work with device 4 (a serial number), and so my earlier advice on Meedmore's 'Universal Printer Interface' may come in handy.
Brian

Well, that's all for this month's letters. Send all mail to the usual address (below) and remember — I'm the guy to solve those techie problems. You see, there's no use in sending me games enquiries 'cause I won't answer them anyway. Bye!



So, you could take this larger grid, fill in the blanks and you'd then calculate the values of the three bytes per row,. then repeat for all 21 rows. You'd have 63 bytes of DATA to POKE into memory. The following program does exactly that, and displays the sprite — a pointing hand. You don't need to understand all of the listing, except that VIC stands for tthe VIC-II chip that controls all graphics. Each memory location from 53248 ($D000 hexadecimal) controls a certain function which will be explained next month.

```
10 REM * GURU  PROGRAM 1 *
20 REM * SPRITE DISPLAY *
30 PRINT CHR$ (147):VIC=53248
40 POKE, 150:POKE VIC+1, 150:POKE
VIC=21,1
50 POKE 2040, 192
60 FOR I=0 TO 62
70 READ A:POKE 12288+I, A
80 NEXT I
90 END
100 DATA 192, 0, 0
110 DATA 224, 0, 0
120 DATA 112, 7, 128
130 DATA 60, 15, 128
140 DATA 30, 30, 0
150 DATA 15, 60, 0
160 DATA 7, 252, 0
170 DATA 27, 248, 0
180 DATA 31, 248, 0
190 DATA 63, 252, 0
200 DATA 127, 252, 0
210 DATA 127, 248, 128
220 DATA 63, 241, 192
230 DATA 7, 227, 224
240 DATA 1, 199, 192
250 DATA 0, 143, 128
260 DATA 0, 31, 0
270 DATA 0, 14, 0
280 DATA 0, 0, 0
290 DATA 0, 0, 0
300 DATA 0, 0, 0
```

Hopefully, you can see how there are 21 DATA lines containing three numbers in each, exactly the same as the grid.

Now for an explanation of the program:
● Line 30 sets VIC to 53248 and clears the screen.
● Line 40 turns on sprite 0, and places it at the co-ordinates of 150, 150 near the middle of the screen (X and Y co-ordinates must be in the range 0-255; more on this next month).
● Line 50 tells the computer where to find the data in memory.
● Lines 60-80 are executed 63 times, and READ the DATA before poking it into the memory from 12288 onwards (192*64=12288).
● Line 90 stops the program, leaving the sprite on screen.
● Lines 100-300 contains the actual DATA.

When you have RUN the program, type in the following (without a line number)
POKE VIC+39, 1:POKE VIC+23, 1:POKE+29,1
This turns the sprite white (VIC+39) and expands it horizontally and vertically. VIC+23 controls horizontal expansion, VIC+29 vertical. 0 means no expansion and 1 means expand sprite 0 (the one we are using).

This series will start slowly and gather pace as we explore even more complicated problems and projects in machine code and Basic. In the meantime, I suggest you try your local library for more books on '64 graphics, and also look through your 64 User's Guide for more information. You can write to me at:

Prof. Brian Strain,
COMMODORE FORCE
Impact Magazines,
Ludlow
Shropshire
SY8 1JW

May the Force be with you, always!

Face to face with manic, teeth gnashing

ARCADE ACTION

COMMODORE FORCE

MANGRAM'S MAIL BAG

After much chopping and changing this month, I've mysteriously ended up with a mere four pages. The Tipster, having suffered a similar set-back, was last seen sharpening knives and muttering things about Deputy Editors and confetti — whatever could he have meant? Anyway, next month I'll have my usual five pages, so keep those letters rolling in.

SO LONG, FAREWELL...

Dear Lloyd,
Alas, I'm afraid to say that this is a letter of farewell. I've been reading ZZAP! since Issue Eight, and have continued to read it through the change over to COMMODORE FORCE. But now, at Issue Five (ZZAP! Issue 95), I bid you farewell — I've upgraded to an Amiga 500+. You've served your purpose well, with useful hints and tips on what to buy, but times must change. Don't get me wrong — I'm not selling my '64 for any amount of money in the world. I've decided to stick with you 'till the next issue, but then I intend to change over to AMIGA FORCE. Hey, why am I apologising for buying an Amiga — it's your fault for putting the adverts in COMMODORE FORCE! Anyway, thanks for being there when I needed you most.
Graham Ross, Upper Walthamstow, London

It's always sad to see readers go, but at least we can take solace from the fact you're moving to our sister magazine, AMIGA FORCE. Hopefully, you'll decide that you can afford both mags; in fact, why not buy several copies of both every month! Seriously though, be as good as your promise and keep your C64 — there's life in the old dog yet.
LM

MENTAL TO BE

Dear Lloyd,
I'm afraid I'm getting extremely mad. It's nothing to do with how the mag is presented or anything but because I've sent in two letters and only ended up in the Snips column. I am a very grateful reader of your magazine, but when I get mad I don't only start to buy Commodore Format, I even read it *(are you sick? — LM)*. So *?!!*! print this letter, get the picture? (Enough threats for one letter son — Dad). Here's some questions then. (Hummppph, I hate you Dad — Son)

(what?! — LM).
1) I think my brother should be in a mental home. Do you think so?
Only if he takes you with him.
2) When will *Zool* be coming out on the 64?
When will I get a pay review?
3) Me and my mental brother had a bet on which was the best out of *Heroquest* and *Space Crusade*. I said *Heroquest* and he said *Space Crusade* — he's never even played it! Which do you prefer?
Neither. They're both OK, but if you want to play a proper example of the genre, get Target Games' Laser Squad or Lords of Chaos.
4) Erm, erm and another erm? Answer that if you can.
What do I really look like? Answer THAT if you can!
5) Am I a superior games player, because on my second go on *Robocod* I completed it?
Did you use an Action Replay cart, I wonder...
6) Do you think *Emlyn Hughes International*

A QUESTION OF SPORTS

Dear Lloyd,
I would firstly like to congratulate you on your excellent magazine, especially your letter section. I would like to point out to readers that I know Stephen Horn (the one who thinks swearing is wrong — Issue One). Stephen is one of the few people left in this society who never swears, has extreme moral values and believes in family traditions.
Enough of that complete rubbish, I would like to ask a few questions, but since you hate numbered questions, I've lettered them!
a) How come I saw *Street Fighter 2* in my local computer shop (on 29-1-93), when in Issue Three, you stated that it hadn't been released yet?
When we said it hadn't been released, we meant in the sense that it hadn't been sent to us for review, and we'd no evidence to suggest that it was on sale, let alone completely finished.
b) Is the new Datel 3.5" disk drive any good? I've heard rumours that it has been scrapped?
Write to Brian Strain and I'm sure he'll be more than happy to help.

Soccer deserved the 58% it got in Issue Four, bearing in mind it's been so highly rated in the past?

I agree with Chris and Miles — **Emlyn Hughes *is vastly overrated.***

Neil Welsh, Preston, Lancs

PS Keep up the good work.

● ***Keep up the good work? Naturally.***

LM

PS Keep up the medication.

GONE BUT NOT FORGOTTEN

Dear Lloyd,

First let me congratulate you on such a rad mag. The Easy Lives program helps me a lot, especially as most of the listings I get from my friends don't work. With almost 70 pages in each edition, all in colour, two Reel Action tapes, about 30 reviews, competitions, your section of course, tips, listings pokes, posters, free gifts, and loads more, all for the tiny price (here in Ireland) of £3.79, I wouldn't dream of buying any other mag (if I did it wouldn't be a dream, it'd be a nightmare!). Don't take this personally, but ZZAP! was the biggest load of c**p I ever saw, so this is a BIG improvement. Now after all that, could I ask you some questions?

1) Do all full price games eventually come down to budget price?

More often than not these days.

2) I think *Microprose Soccer* is one of the best footie games around. Do you?

Certainly. Ask Sensible Software (it's programmers) — they'll agree with you as well.

3) A lot of the games you review I can't find in the shops. Would the Virgin Megastore be the best place to look?

Why not order software from the Forcefield Plaza? They can offer you any game released (but not deleted) — and they'll send it with a smile. Turn to page

CUTE MISTAKE

Dear Sweetie Pie,

I've just read COMMODORE FORCE Issue Five, and in particular your article 'Cute to Kill'.

Sorry to tell you, but in *The Great Giana Sisters* review it states that you won't find anything as Mario-like unless you buy a NES — wrong. I have a C64 cassette called *Mario Bros* by Ocean Software. It states on the bottom that Ocean are licensed users for Nintendo. It has sidesnapper, fighterfly etc. and you can play either Mario or Luigi.

I agree that you won't be able to get either of these in the shops — in fact my copy of *Mario Bros* was bought at a local flea market, about a year ago. It's a pity these can't be obtained in the shops, or that Ocean and Rainbow Arts won't re-release them.

Incidentally, I've noticed a great decline in 64 stockists — a shop in Manchester only had about 20-odd titles, compared with treble that amount the year before.

Also, in Salford, there were five stockists, but now a mere one.

Anyway, keep up the good work.

D Hall, Salford.

● ***Oops, or as Private Eye would say, shurely shome mishtake. After consulting the team, we've come to the conclusion that the statement was a little inaccurate, and we've stopped Miles' pocket money for the next few months as punishment. As for a possible re-release of the Great Giana Sisters, didn't you read our 'That Was The Game That Wasn't' feature? If you had, you'd have learnt that Sisters was withdrawn from retail outlets after Nintendo obtained an injunction, preventing further sales. It is, in essence, a dead game — you'll never see it again on the '64 (unless you're one of the lucky few who bought a copy before the legal action took place).***

As for the lack of C64 stockists — it's their loss, isn't it? Ignoring a user base of literally millions? They must be mad!

LM

THE PLAZA STRIP

Dear Lloyd,

Greetings. Well done for producing an excellent, varied and informative magazine. The presentatio is cool, and yet the features are sufficiently in-depth to maintain interest.

I've been well into my C64 for a good few years now, but I can't help feeling that games 'aren't made like they used to be'. Nobody seems interested in spending much time making games lastable. Mind you, I'm not surprised that software houses are losing interest in the C64, as so many retailers no longer support the machine. As the '6 has one of the industries biggest user bases, this seems pretty short-sighted to me. Thank goodnes for mail order companies!

Okay, gripe over. Just for the hell of it, I thought I'd send you my top five fave games:

1) *Lords of Midnight*
2) *Elite*
3) *Paradroid*
4) *Project Stealth Fighter*
5) *Crazy Comets*

M Shelton, Billericay, Essex

PS How about running an occasional buyers guid for peripherals such as joysticks, cartridges, accessories, etc?

● ***It's sad, but retail outlets do tend to turn the backs on 8-bit software these days. Despite that, there's still a great deal of reputable mail order companies and, of course, our very own Forcefield Plaza!***

As for buyers guides — the team have said there's a possibility, but

FELLER OF THE MONTH

c) How much memory can a C64 cartridge hold? How much does it cost to produce one?

Apparently (and don't quote me on this) a C64 cart is capable of holding up to 2000K's worth of code. I've no idea as to how much they cost to manufacture, but what I do know is their potential hasn't been fully exploited.

d) Would the graphics and overall playability on *Street Fighter 2* be better on cartridge for the C64 or on 3.5" disk? If so, would there be a chance of seeing them in the future on that particular format?

If by better graphics you mean increased resolution and colour, then you're in for some disappointment. Whereas the consoles can have special chips in their carts to improve the machines capabilities for a particular game, the C64 is stuck with the hardware it was 'born' with. However, with the extra memory additional frames of animation, music and presentation can be incorporated, resulting in a generally better game. It's highly unlikely to happen, though, and as for 3.5" disk — you must be joking!

e) If there was a really big hit on cartridge, would we see more of them produced? At the moment, there are almost a dozen games on cartridge, unfortunately, they're all pretty mediocre, because none of them contain that element of brilliance that should set them out from the crowd.

It's doubtful that we'll see any new C64 cart games. We can but hope...

f) What type of game do you think would suit a cartridge?

Lemmings *would be particularly good, as any game that's playable but requires a multiload is wasted on cassette.*

I hope you can spare your valuable time to answer this fabulously naff letter. Bye.

Nicholas Hartigan, nr Faversham, Kent

PS Have a belated Merry Christmas from all of us at Simon Langton Boys School — the school that Stephen Horn goes to.

PPS Have a belated Happy Birthday as well.

● ***Thanks — I return your sentiments with heart-felt gratitude. I'll just assume my present was lost in the post — let's hope your mystery prize isn't, eh?***

LM

nothing's actually planned. As companies aren't really producing C64 hardware these days, a feature would essentially cover old ground and little more. That's OK for software, but peripherals only appeal to a limited amount of our readership — or so your letters would have us believe. Can anyone prove me wrong?
LM

NEVER-ENDING STORY

Dear Lloyd,
I've had my C64 for three years now, and I own loads of brilliant games like *The Last Ninja*, etc. However, after playing some of the games all the way through to the end, I was rather annoyed. I pleasantly (NOT) received a Nintendo for Christmas. I finished all of the Mario games I owned. The end sequences were amazing! They were at least two minutes long each, and very rewarding. They made the sequences on *Robocop* and *Rainbow Islands* look pretty darn useless. Could you please pull someone's leg and get some decent endings in games, as 'CONGRATULATIONS' is un-satisfactory.
Please help me, as I'm very bored with my games.
Mark Wilkins, Redditch
PPS Please could you take that paper bag off your head?

● *Putting lengthy and impressiive ending sequences on games tends to iincrease the programming time — especcially on the C64, where the lack of 16-biit hardware, custom chips and meemory restricts what a software housee can produce. Nevertheless, a mere 'Congratulations' (or equivalent text message) isn't enough after weeeks of play. It's just one of those thinggs, I suppose — perhaps the programmmers feel that completing the game is revvard enough. Or maybe not.*
As for the paper bag... you must be kidding. Not only do I have a seevere aversion to photographs (of myy myself, that is), I also don't like the ideea of a characature. The paper bag staays, pal.
LM

CART-ASTROPHE

Dear Lloyd,
I would like to ask you a question aabout cartridges. If carts are so expensivve to make, how come Sega, Nintendo, and good-only knows how many other companies that maake computers and consoles are makining carts for their machines. I don't mind waitingg three minutes plus for the game to load, t, but to hear some software companies going onn about the cost of producing carts makes me s sick to the teeth. If they're that expensive, whyy aren't they making tapes instead of carts for ththeir machines?
Just take the price of the carts fofor their machines — £30 to £150 *(bit of amn exaggeration there — LM)* and pezeople are still buying them. Did the software peopople give a price on how much it would cost to o produce one, and how much to buy one across th the counter. I mean they can't say there's not a d demand for C64 games, if they be on tape or cart. From reading your mag, you have C64 users writing from as far as Denmark, Finland, Germany, New Zealand, and even your man from the North Pole has wrote to you. So they can't say there's not a demand out there for carts. Would the cart improve the graphics and make gameplay any better on the C64? Are we better off waiting 3 minutes plus for a tape to load?
David O'Sullivan, Co Kildare, Irelan
PS Can't buy the Action Replay cart over here or *Rick Dangerous 2*.

● *I think I've already answered your questions — albiet indirectly — elsewhere this issue. However, C64 carts are particularly less expensive than their consol equivalents, so there's less profit to be mad and more hassle with production.*
As for your point about using a tape recorder with a console — write to Brian Strain and ask him why you can't (or rather, why it'd be impractical). I'm sure he'll be pleased to answer...
LM

R.S.V.P

Dear Lloyd,
HELP. After the first issue of this brilliant mag I was forced to write to you, including an SAE for your reply on the questions I asked. For the last four months I've purchased your mag and eagerly turned to the letter pages, and what do I find? NOTHING. Each day as the post arrives I rush to see what has arrived — again, nothing.
I'm a born-again C64 user at the age of thirty three. But dismay, all I can find are programs and games for quick fingered twelve to sixteen year olds; this wasn't the case when I first purchased a C64 in 1984. Not only did the adventure games seem better, they were more down-to-earth.
To get to the point, I'm looking for some older games, but until now I've been unable to find them. I'm looking for the following... *High Flyer*, *Thunderbirds* (both copies), *FS II* (flight sim) and *Kennedy Approach*.
Can you please help?
Philip John Holloway, Folkestone, Kent

● *Unfortunately (and I'm sure I've mentioned this before), I don't have the time to send personal replies. I hope this answer will suffice...*
I must agree with your point on software — the standards (and amount) of in-depth games have gone downhill tremendously in recent years. However, if you want to find the games you mentioned (and perhaps a few others) perhaps you ought to get in touch with Capri Marketing. You'll find their address in 'Back to the Feature' this month, along with some particularly well-written text. Or so James would have me believe...
LM

NOT SO EASY LIVES

Dear LM,
I got April's COMMODORE FORCE magazine and on the front there were two tapes. One had *Trolls* on it and Easy Lives. Easy Lives is on after *Trolls*. I had to go and load right through *Trolls* to get to Easy Lives, but when it loaded I got an option screen.
When you pick one of the games it says eternity lives and energy, then it says go and rewind the tape to the beginning an

BORDERLINE BLASPHEME...?

Dear Lloyd,
Nice to see you're back in the saddle after the 'Bash and Lash' section. Anyway, back to my questions and queries. I used to own a fabulous game by Gremlin Graphics called *Thing on a Spring*. Please could you tell me if Gremlin are ever going to re-release it again, or if it's still available now? I think it received a Zzap! Sizzler when it was released. How about putting it on a covertape? Also, where's the Scorelord gone? I've been busy amounting high scores all month but there's nowhere to send them. Now for the serious bit! When I was a lad (way back in 1984), I also owned an Amstrad + and a Spectrum — why is it that these two 8-bit machines are now dead? Okay, so the Spectrum's graphics and sound weren exactly great, but it was the pioneer of bit's, and the Amstrad was very reasonable (dare I say it, but some of the games were slightly better than the C64 versions). The C64 seems to have outlived all of them. Finally, now tha Hewson have gone bust, when can I get hold of a copy of *Zynaps*? Sorry about the stat of my writing but I'm in a rush to go out and ca my giro!
Please pri my letter and answer my questions. I know it's bit long, but I've just never got round to asking these questions.
Pete Lavers, Taunton, Somerset

KIPPER

press fire when ready. Then, after pressing fire, it says press play on tape recorder. When I do this, I end up playing *Trolls* again. Is my tape faulty?
Martin Whitworth, Manchester

● *Do I really have to answer this? Need I explain how to use the Easy Lives program, what it does and what it doesn't? I know the education system's gone down the tubes since my time, but this is ridiculous.*
A mystery prize will be offered for the best answer to Mr Whitworth's 'question'.
LM

SNIPS

All my friends think the C64 is dead. I think it is because they don't have one, please tell them who is right.
Jonathan Bacon, South Humberside.

● *Live, learn, share and laugh at your friends naivety.*
LM

I have Steve's disembodied chin and he can't have it back!
James Smith, Northumberland

● *Thanks for your help in reducing office noise levels — without a chin, one cannot wag.*
LM

What does SWIV the game stand for?
Alex Harron, Scotland

BITS AND BOBS FROM THE BOTTOM OF THE BAG.

● *Truth, honour, justice, local government bi-elections?*
LM

How many days does it take to make a game?
Mandeep Heer, Leicester

● *Five (excluding Sundays).*
LM

PARASOL STARS, NOW CHUCK TOO...

Hi There Forcers, I'm hoping to get this printed 'cos I've wrote on other gittin' occasions, but never got it printed. The mag's great and I own every issue.

My first point is concerning *Chuck Rock*. I've been trying to get hold of this game since it was reviewed in ZZAP! back in July '92. It's now, at the time of writing, the end of March, and I ask in computer shops and they *still* say 'it's not been released yet'. What the hell has happened? Surely they've not done another *Parasol Stars* and decided not to release it?

To the best of my knowledge, it should be available as we speak.

Could you please tell me the best cartridge game on the good ol' C64, 'cos I'm thinking of buying one. I've heard a rumour about *Chuck Rock 2* coming out, and the *first* one isn't even on the C64 yet! That long haired herbert Miles Guttery is maybe a great guy, but in his cutsie game round up in Issue Four, he was slightly harsh on *Turbo the Tortoise* — a great game, 85% is more like it.

It's all a matter of opinion. Miles doesn't like it that much — you do. Fair enough?

Will there ever be a Stain Osborne fan club? I'll be the first member. Where's me old pal fatty Phil King gone? He was a great guy. If I win Wet Kipper of the Month, I'll celebrate by eating one for my tea!

A Stain fan club? Heaven forbid — you almost got the Kipper for offering your support to such a hellish possibility. Phil's now Editor of our sister magazine, AMIGA FORCE — I recommend you buy it, if just to read his writing again.

Keep up the good work, and anyone who hasn't got *Rainbow Island*s — buy it now, 'cos it's great!
James Davies, Hyde, Cheshire
PS *Football Manager* was excellent, more of the same please.

● ***We're glad you liked Football Manager — we aim to please. Look out for a few more classics in forthcoming issues.***
LM

I'm getting quite concerned with the hot weather — not because of the onslaught of wasps it brings, but because breathing in this paper bag becomes increasingly difficult! Still, at least I don't have to go to the beach to get a tan — my bag provides the perfect healthy-look colour already!

Want to write to me? Then take note of this address: Mangram's Mailbag, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire, SY8 1JW.

● *You'll be very, very lucky to find a copy of Thing on a Spring or Zynaps — unless you find a decent market stall (or equivalent), I'd say you've next to no chance. The Scorelord is, I'm afraid to say, sulking back on his home planet. You see, although Miles looks harmless, he really can't stand being beaten at Cluedo, and so he severed the brakes on the Scorelord's space cruiser. When the slightly-sozzled, self-appointed king of high scores returned from the pub and tried to fly home, he was in for a bit of a shock. You should have seen the mess — Miles is still chuckling.*

Note — drinking and driving is a very serious offence, and although we like to have a bit of a laugh and a joke, we don't condone or approve of it. After all, you spill most of it anyway...
LM

SUBSCRIPTION!

WE CAN'T FORCE YOU TO SUBSCRIBE...

...BUT ISN'T IT TIME YOU DID?

I... well I suppose there's no point in lying. I suppose you let have a way of finding out, don't you? I'm not trying to justify what I did — I was totally stupid to do it and I'll regret it forever — but I'm alright now, see? I've seen the light and joined the FORCE. Believe me when I say I'm here for good.

FREE COVER DISKS!

It didn't take me long to realise what a fool I'd been. I mean, as well as covermounting the best tapes this side of then, COMMODORE FORCE also offered their amazing games on disk. Being a drive owner myself, this seemed terrific. I could subscribe for 12 issues and have a floppy on the cover of — undoubtedly — the best magazine a C64 owner could buy. You should have seen the speed that I filled that form in! My biro was literally flaming. Later on, when the fire brigade had managed to control the blaze that had engulfed my house, I took the time to think, yes — perhaps I should have doused it in cold water before dropping it on the floor (the pen, that is).

COMMODORE FORCE

Okay, you've got me. I can't get by without my monthly helping of COMMODORE FORCE and I don't want to risk missing it at the newsagents. Also, I want to save a bit of cash too — it's cheaper in the long run, you know!

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THE FREEBIES!

It's okay though; the choice between a Quickshot joystick or Trogan Light Phaser Gun as my subscription extra kept me occupied while I looked for a new abode. The joystick was free, but in the end I had to go for the Phaser Gun — it comes complete with six great (and utterly compatible) games. It's only £4.99 too — I mean, what a bargain!

JAMESY & SMILES CHART CHATTER

JAMESY: I like summer Smiles. It's an altogether great time of year.
SMILES: Thoroughly happening, mate. Birds singing, trees growing...
JAMESY: ...and little woodcutters chopping them down with their *Golden Axe*.
SMILES: Right Jamesy. Let's get on with this month's rundown, eh?
JAMESY: Yes, mate. At number four we have... Streetfighter! Over to you, Smiles.
SMILES: Still at number one is... *Street Fighter 2*!
JAMESY: (whispers) No, no — I've already said that one.
SMILES: (whispers) But I said *Street Fighter 2*.
JAMESY: (whispers) Yes, I know... but it number four.

(Several days later...)

SMILES: Anyway, what abou *Arnie 2*, number 19 *and* numb
JAMESY: I can only assume a mistake on the part of the pe who typed it out. Inevitably, suc errors *do* happen and... oh no! game's up. Everyone knows no not Jamesy. I am, in fact, J Noakes, and Smiles is my
SMILES: Woof, mate.

ELSPA CHARTS
PENNGUIN
COMPILED BY GALLUP · SPONSORED PENGUIN BISC

1 STREETFIGHTER 2

2

PRODUCER: US GOLD
PRICE: £12.99

JAMESY: At number one for the umpteenth consecutive month is... Streetfighter!
SMILES: No, mate — It's Streetfighter 2. Street Fighter's at number four.
JAMESY: Is it? I didn't know it had a sequel...

"There are plenty of better fight games about" 56%

GOING UP
GOING DOWN
NO MOVE
NEW ENTRY
1 ONE PLAYER
2 TWO PLAYER
99% FORCE RATING
ARCADE GAME
STRATEGY GAME
SIMUL-ATION
OTHER

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16	▲	ARNIE 2 Zeppelin	£3.99	1	
17	✌	SPELLBOUND DIZZY Codemasters	£3.99	1	
18	▼	WWF EUROPEAN RAMPAGE Ocean	£10.99	2	
19	✌	ARNIE 2 Zeppelin	£3.99	1	
20	✌	COMBAT PACK 3 Zeppelin	£3.99	1	

JAMESY: Catch you later, FORCE fa
SMILES: Woof!

BATMA

DIARY OF A GAME!

PART ONE!

Welcome to the weird, wacky and sometimes wonderful world of computer games development. Here at Denton Designs the company motto is 'You do have to be mad to work here, but it doesn't necessarily help.' What I always say is 'Fish! Blibble, blibble — is that you Aunty Sarah?' The rumble of passing trucks and the hectic clicking of keyboards almost masks the sound of brains working, or failing to work, whichever the case may be.

I've only been working at Dentons for a couple of years but it didn't take long to slip into the hyperactive, ultra-stressed atmosphere of the company.

This place is inhabited by many strange beasts (no, not the programmers!) all masquerading under the general name of 'bugs', of which there several types.

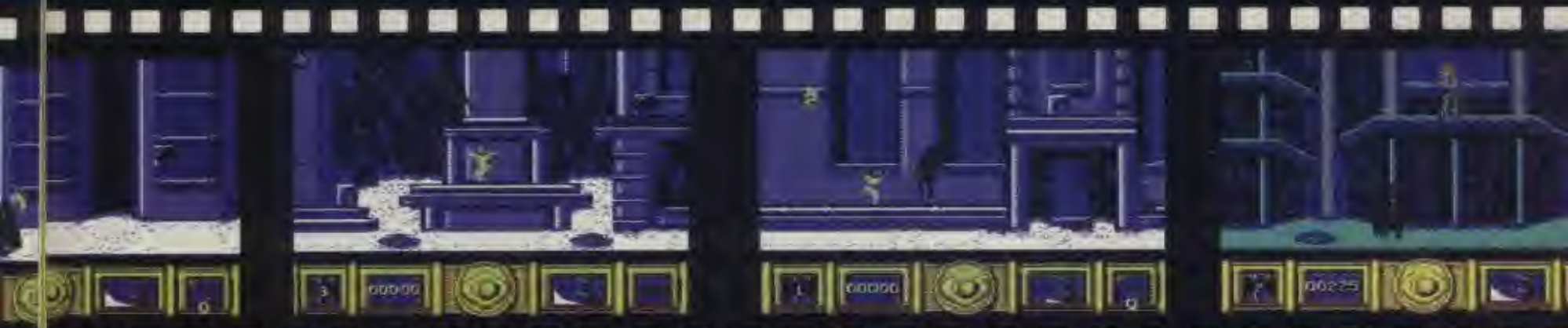
'Features' are mostly harmless things — you know what's happening and how to fix them, but it's comforting to keep a few around for those dark, lonely nights.

'Crashes' are mean little beggars that lie in wait for weeks before deciding to trash your machine and there's no place a crash can't hide. It could be in a seldom used piece of code that simply doesn't work, or a piece which works perfectly 99.9% of the time — such is life. 'Gotcha!' is every programmer's favourite phrase as the little devil is

JUST WHO

Denton Designs have produced some of the best — not to mention most original — pieces of software availible across many computer formats. They've developed programs for some of the biggest names in computer gaming, having worked for Ocean, Imageworks and Audiogenic, among others. With their eighth birthday coming up the bridle track at a swift canter, we thought we'd take a little peep at just exactly what's made them great over the years.

Innovation was the name of the game from the beginning. Their first C64 release caused some elation when reviewed back in the very first issue of ZZAP! 64 — *Shadowfire* received a not-to-be-sniffed-at 91% and claimed the distinction of being the first icon-



N RETURNING!

finally collared and mercilessly executed (oh, I love that scream!). Then I'm off strutting round the office with a smug grin on my face at anyone else with a nasty bug — well, they do it to me!

Throw in a few typing mistakes, the odd 'logical bug', stir for a while and you can get in a right mess unless you keep on top of the situation.

Like most games these days *Batman Returns* was written to a tight 'spec' (specification). Long before work got underway on the game itself, a detailed document was drawn up describing what the game was actually going to involve.

We started with the script of the film (the movie wasn't even out then) and picked out the juiciest bits for a platform/beat-'em-up style game. To see the script (which has 'Top Secret' plastered all over it), you have to sign a confidentiality contract. If one sniff of it gets out (even to your best mate), you have to read Commodore Format for the rest of your life!

We also procured the video for a fun night in, so myself, John (Amiga programmer) and Ally (Amiga graphics) went sat down to watch it. With an all-expenses-paid bucket of Kentucky Fried Chicken each (yum), we sat down ready to make notes.

The film, pretty obviously, followed the script but as it turned out, we were too busy stuffing our faces to make any notes! When it finished, we discussed our favourite bits and what we each wanted to implement in the game.

Some of the finer points still needed to be sorted out between the programmers and artists before the game itself could be started. What moves would Batman have? How big would he be? How many colours would he use? Who killed JFK? Why do smelly socks always stay under the bed?

We decided that to get Batman looking good he'd have to be two sprites tall and two wide. Using multicoloured sprites would only allow us three colours, and the pixels would be really chunky. This proved a bit restricting for the artists who like to have lots of colours involving clever things with shading (so they say) and small pixels to cram in the details. As I was feeling generous, I told Paul (C64 graphics) he could have a hi-res sprite overlay for each of the multicoloured ones. After Paul had raced off to get his teeth into the graphics, I did a few sums and came to the horrifying realisation that Batman was going to up 8 sprites! Oops, oops and triple oops!

The solution was to multiplex the sprites changing and defining them and consequently fooling the VIC chip. As far as the chip is concerned, Batman uses eight sprites but in fa I've still got four remaining (tee-hee)!

State of the artists

Artists are wildly extravagant with animation 'phases'. Most games use four (only two in the old days) different drawings of the main chara running, but Batman uses eight to make him l smooth and sophisticated.

In life there's always a price to pay, and in t case it's memory. To figure out the total amou memory used the number of 'phases' (eight) a multiplied by the number of 64 (the number of bytes each sprite uses) which equals 512 byte that's 1/2k!

With Batman taking up over 17k, I'll let you out how many phases he uses.

The VIC chip can only use 16k of Ram at a so the next problem involved cramming the ca

'THE HELL DO THEY THINK THEY ARE

driven adventure on the '64. It's a genre that's been swamped on the 16-bit machines in recent years, but rarely repeated successfully on the Commodore 64 (*Elvira 2* being a notable exception). Next up they opted for a totally different approach, with even more astounding success. Ocean snapped up a seemingly curious license — that of pop group Frankie Goes To Hollywood — and no one knew what to expect of the end product. As it turned out, the *Frankie* game dumfounded everybody when released and fully deserved it's 97% rating.

● Yeah, like let's steal the sign. It'll look great on the office wall, don't you think?

How, then, could they possibly follow these with equal success?

The answer came in the form of a follow-up to *Shadowfire*, continuing the adventures of the Enigma Team (heroes of the first game) called *Enigma Force*. Many of the original's elements were carried across along with several new ideas. For instance, the top part of the screen was replaced by an animated play area where you could see the action unfolding. In fact, you could even take 'hands on' control of your characters, and play the game as a shoot-'em-up/arcade adventure. But still, th best was yet to come...

An all-time classic emerged ar the middle of '87. *The Great Esc* was a wonderfully engrossing an atmospheric isometric adventure during WW2. Graphically excelle and with many possible escape routes, this kept many a person occupied for many an hour.

The Great Escape's design en was later used on the far larger, more involved, *Where Time Stoo Still* — a great game which, thou appearing on the Amstrad and Spectrum, inexplicably never ma to the C64.

After years of innovative and

crusader into the sprite memory. The answer was to copy the right phase into some blank sprite slots every time he animates. Not too tricky in itself, but Batman still faced in only one direction (it would have taken 34k to face both left and right!). Now I had to mirror each byte of data before re-ordering and moving them into the sprite slots.

Several nervous breakdowns later, and there he was running, punching, kicking, jumping etc... hurrah!

The big job

The next big job was the background scroll, moving every character on the screen either left or right — dead easy. The hard part was filling up the edge of the screen with more characters (people are over-fussy if you ask me).

Paul was plugging away at the background graphics and it would have been hard to get too excited over the silly blobs that were moving about, but I knew it worked and that was good enough for me.

Batman Returns is to be a beat-'em-up right? So where are the baddies? Well that was the next thing on the agenda. Animating them wasn't too much trouble, but you wouldn't be particularly worried by a baddy who wandered aimlessly about the screen now, would you? I needed to give them brains — the acrobats had to know when to jump up to get Batman and when to duck a punch. They needed to know where Batman was and what he was up to. There's no 'cheating', they won't duck a punch until they see it coming and they've all got reaction times. It can't be too easy though, otherwise you'd race through the game first time.

Getting this balance just right is time consuming, as every time you change (or 'tweak') one thing, something else needs adjusting. If I change the running speed of Batman I have to change the speed of the clowns too, so you can't just run away (not that someone as brave as you would). This part of programming starts when you've got something on the screen and stops when the game is in the shops (with short breaks for eating and sleeping which us programmers are occasionally allowed).

Level One and Two are completed (except for tweaking) — or are they? There's still the little matter of the status to do. Ah, that wonderful bar across the bottom of the screen! You've got to know a lot of stuff to really get on with bashing those baddies and making Gotham safe for all the decent law-abiding citizens (as if you care!).

Lives, strength, combat mode and, most importantly of all, your score all need to be displayed. Up until the graphics arrived this was my 'monitor' — a programmer's greatest ally in the fight against the evil bug. Bold white text on a dark grey background (scrumptious!) that tells me everything I need to know. Batman's position in the map helped me type in the collision data for the platforms and power-ups. When the biker steadfastly refused to make an appearance, I could find out where he was and what he was doing.

The information shown was of no use for playing the game, and I'll admit it didn't look too hot (it was a nice colour combination though) so more graphics were required by Paul and extra coding from me too. For a start, my monitor shows all it's numbers in hexidecimal and as 'I've just got a score of 2CF!' isn't going to impress your mum, I thought I'd better put it up in decimal. A score which counts up is so much more fun too, especially when you pick up the multiplier bonus!

Hang on, what's happened to my monitor? Well the truth is it's still there — well all the code is. Whenever I need it, all I do is change a flag (called 'monitor') from 0 to 1 then assemble my code and there it is — clever stuff! It all got a bit tiresome when I had a bug in my status... but that's another story.

So, level three is next, and it's multidirectional so a new scroll routine is needed. New baddies need to go in, most notably Catwoman (ooh, tight leather suits and all that!) so there's plenty to be getting on with while the graphics are being drawn. Where's Paul got too...?

Roy Bannon

WHO'S PROGRAMMING WHAT?

Just in case you were wondering, Denton Designs is run by Ally Noble (Director, art person) and John Heap (Director, programming person). There's Roy Bannon of course (Programmer, C64), and Paul Salmon, Dawn Jones and Fred Gray all do freelance work, producing C64 graphics. Amiga sprites and music respectively. Oh, yeah — the photographs of the team were taken by a talented fellow called Paul Hamboeton, so many thanks must go to him.

upcoming mega-movie tie-in *Batman Returns* will be something to watch out for. Want to know more? Well, perhaps you'd better listen to Roy Bannon. He's the programmer, and knows everything there is to know about madness, bugs and demanding artists.

● Below: Ally, Jon and Roy decide to hide behind a pillar. Only the offer of cups of coffee and sticky buns could entice them away to finish the Diary.

original products, Denton turned their hand to the sports sim fraternity and teamed up with Audiogenic. With the Rugby Union World Cup in full swing, a swarm of computer rugger efforts were expected. In the end, it turned out to be no more than a trickle. Rugby had never been brought to the computer scene with much success, so hopes were none too high. Denton, however, defied all and came up trumps again. Combining basic management elements with exceptionally-playable arcade action, different plays, easy to master passing, rucks and scrummages *World Class Rugby* was a finely tuned representation of the sport which, incidentally, blew the official licensed game out of the contemporary fishpond.

So, with many legendary titles to their credit, rest assured that the

THE ULTIMATE AMIGA GAMES MAGAZINE FROM THE PEOPLE TH
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JAMES POND CODENAME

● Kixx, £3.99 Cassette, £5.99 Disk

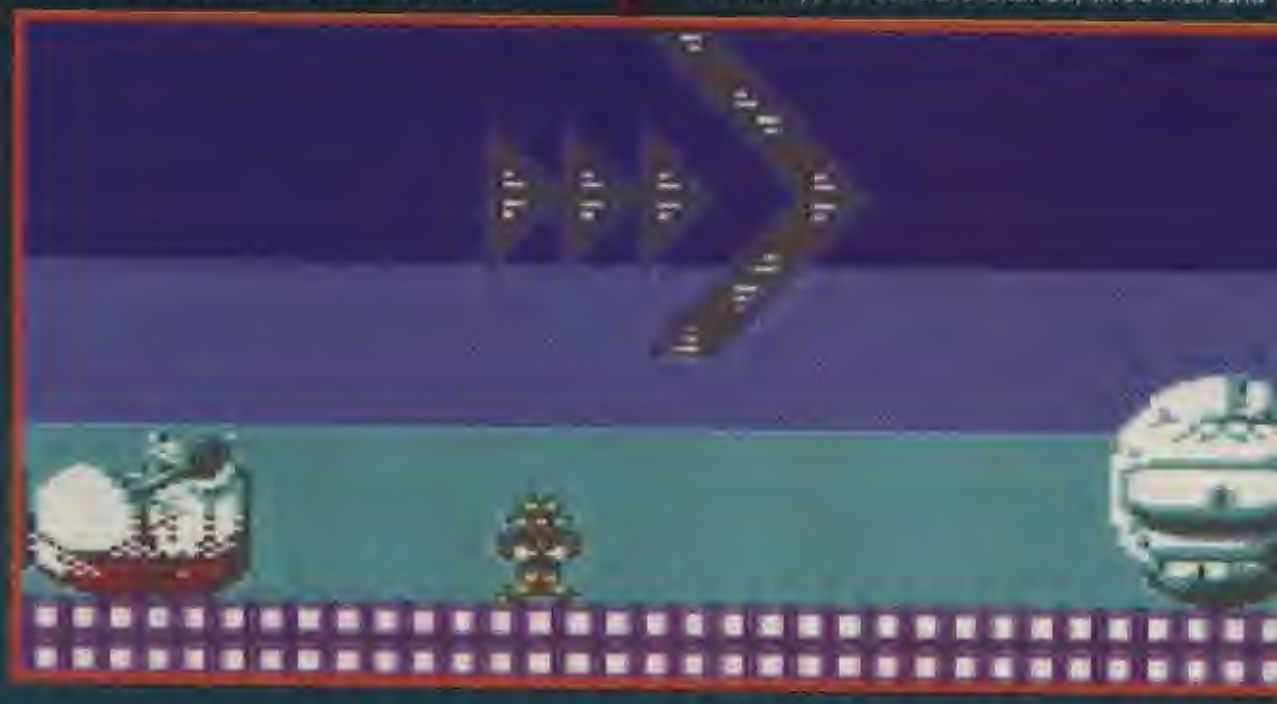
Serve the public trust, protect the innocent, swim in tight circles around a tacky plastic castle. Do robotic police and goldfish mix? IAN 'FAIRGROUND PRIZE' OSBORNE dives in...

Don't you just hate it when a game becomes known by the SECOND half of its title? I spent ages looking through our disk boxes for *Robocod*, simply because I forgot about the *James Pond 2* bit and assumed it was filed under 'R'. Come to think of it, it might as well be — it's a great game, and nothing like *James Pond — Underwater Agent*, which never made it to the C64 anyway.

That's enough about my problems, let's look at the game. You control our piscine pal over nine levels of non-stop platform action. The plot involves the usual dribble about an evil megalomaniac stealing the world's toy supply, and Mr Pond being the only one who can save the day. He seems quite partial to Penguin biscuits too — the scenery is full of 'em, and they also feature heavily on the pre-game intro. A sponsorship deal, perhaps?

Ol' James Pond himself walks like a penguin, with his wibbly-wobbly march, but fortunately, he got a few distinctly un-fish-like tricks under his fin. The boffins at mission HQ have given him a wacky piece of menswear, the aptly-named Expandosuit™. It contains built-in artificial gills so he can breathe out of water, is impact-resistant for sturdy protection and — best of all — it allows Jim to stretch vertically to reach higher platforms and, by hanging on with his flippers, move along underneath them. This is no mere gimmick — certain hazards can only be traversed by utilising this method.

Needless to say this hyper piece of hardware isn't without its drawbacks. Like many of the toys he's rescuing, Robocod's suit is battery powered. Every time he collides with an enemy, the cells are drained; three hits, and



CHRIS!

● *Robocod* is inundated with great graphics, all colourful and fitting the cutsey theme. Pond himself is well animated, cheekily waddling about the various toy-like backgrounds. But (I dislike that word), in the world of software there's always an amount of water to be hurled onto the fire. *Robocod*'s faults are not extensive but, all the same, do mar the gameplay somewhat. Moving platforms don't always look like they're moving, leading to disorientated jumps and plummeting somewhere you'd rather not be — usually back to the start! The tape multiload is boringly big, but there's a price to pay for the most luxurious of goods, and extensive tape access seems a way of life these days. Gripes apart, it's a sound investment.

78%

D 2

ROBOCOD

● **Chick chick chick chick chicken, lay a little egg for me. Darn, wrong song. Oh well... It was a nice tuna all the same.**

Pond loses a life. Current power is indicated in the guise of a battery at the bottom-left of the screen, and any lives remaining are displayed as fingers on the aquatic ones hand.

Abandoned Plaices

A corking conversion of the Megadrive original, *Robocod* just oozes colour. The levels themselves are littered with outsized toys — ol' Jim finds himself pounding over ping-pong bats, treking across trainers, galloping over golf clubs and generally making out like a kid in Toys-R-Us. Guarding the collectables are a number of wierd and wonderful baddies — watch out for Bertie Bassett-type characters, birds with playing cards for wings, rougue teddy bears, etc. Obviously, the backdrops aren't the Megadrive's detailed colour piccys (to have used them on the C64 would've slowed the game drastically), but the stripey wallpaper effect is an adequate replacement. Indeed, the overall graphic standard is very high, with a cute little James Pond roving around detailed landscapes, but losing not an ounce of clarity in the process.

It's not all plain sailing, however. Because of the lack of backdrop detail, it's often difficult to judge horizontal movement when on a mobile platform — the computer knows you're moving, but because the background consists of horizontal stripes, it's often impossible to tell whether or not you're moving. This is compounded by the need to make leaps into the dark, hoping there's something underneath to land on. You can't even use your stretching facility when on the move, as this would be impossible to program. Also, despite its strong use of themes for each level, the game can appear characterless at times; it's world seeming very contrived.

Not that this makes it a bad game of course, as even with the occasional fault it's still one of the spookiest budget platformers around. The multload will hassle tape users considerably, but on disk it's a breeze — congratulations to Kixx for putting it out on both formats!

IAN! 80%

● **Did you know that fish, like the team, have ten second memories? Secondly, the teaim, like fish, have ten...**

● **This is no plaice for a fish; luckily, our hero has a stretchy bottom for those hectic moments. What a guy!**

● **In this instance, I'd recomend they change their socks more frequently.**

WRATH OF

● Empire / ReadySoft, £10.99 Cassette, £15.99 Disk

Are all demons wicked spirits with evil intentions? CHRIS 'DEMON-STRATOR' HAYWARD speaks out on their behalf...

Messing with the occult is a risky affair. Many a horror film has concentrated on people partaking in rituals and suffering the concequences when incantations go wrong. Anthrax was such a mortal to end up along this fateful path. As well as being named after a thrash band and a sheep-related disease, Anthrax decided to summon a demon, and use it to destroy the King and gain the throne for himself. So, one night, after several mantras had been chanted, and a box of candles lit, 'rax decided to dabble in the black arts. Being a little on the inexperienced side, though, Anthrax forgot one vital precaution — to look under the bed. The next minute, a large Demon and a host of menacing imps had reduced him to a smouldering pile of ash. Of course, the Demon didn't stick around to make funeral arrangements. Instead, he roamed off into town and occupied himself by destroying the entire kingdom.

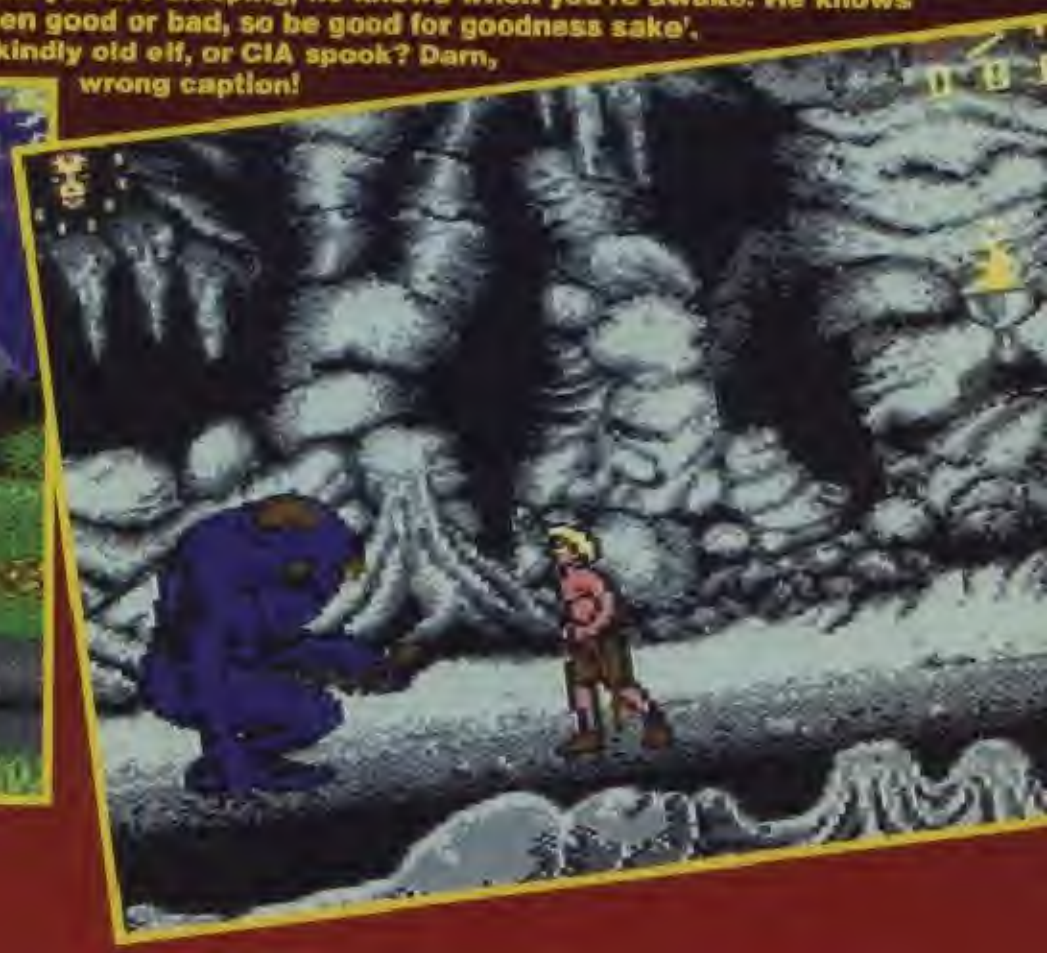
A few years on, and the kingdom was rebuilt from scratch. However, one minor problem (and one detail left out of estate agent's sales talk) was the Demon who slept underneath it all. When the populace was overflowing once more, the evil one decided it time to wake and get a glass of water.

So where do you fit into this? Amazingly (or should that be predictably) enough, you're a brave warrior with a huge sword and the intention of marrying the king's daughter — a possibility, should you kill the Demon, as requested by the king himself.

Demonic good looks...

Wrath Of The Demon is an eight-level arcade-style game with a variety of stages. The first level seats you on the back of horse, against a gorgeous parallax background. Flying minions must be punched and potions must be scooped from the ground — all whilst steering your steed over many dangerous obstacles. This is followed by a single screen beat-'em-up, where two annoying goblins need battering with your sword. Additional help comes in the form of potions, accessed by pausing the game and changing the colour of the border, with each different colour corresponding to a separate spell. Later levels include a horizontally scrolling hack-'em-up stage — it's graphically sound and will appeal to mappers. In fact, the majority of the levels contain stunning graphics, with some large, fearsome baddies, superbly animated and sploshed

●'He knows when you are sleeping, he knows when you're awake. He knows when you've been good or bad, so be good for goodness sake'. Santa Claus — kindly old elf, or CIA spook? Darn, wrong caption!



THE DEMON

with colour. The variety between them keeps your interest fresh, although the early horse riding lark is initially fun, but it's length soon converts your way of thinking.

Despite the game's obvious graphical excellence (enforced by decent inbetween-level screens), the playability veers on the sparce side — often. Control of the hero proves to be very unresponsive at times: it's especially tiresome on the single-screen fights, where timing is of the essence. Whether it'll fare well as far as lastability's concerned is questionable, but even with infinite continues I doubt it, as battling the minions does require a sizeable amount of patience. My **real** criticism is that there's a multiload that's massive on disk alone — get yourself some strong cups of coffee if you're a cassette user.

It's not all bad, bad, bad but if it played as well as it looked, it could earn the Hurricane Hit accolade. At the end of the day, there's just not enough of anything in particular.

● Below: 'Eeeh, look at me feet. They're red raw. I walk ten flaming miles to get me shopping, and no-one appreciates me'.

JAMES!

● *Wrath of the Demon* reminds me of a girl I spent a few years dreaming about in school. She looked fantastic, but I was so disappointed when I eventually got to speak to her, as it turned out she had all the charm, wit and personality of an ironing board.

Well, OK — perhaps *Wrath* isn't that bad, but it's certainly lacking in areas. The various sub-levels are, while initially impressive, too fiddly and somehow, they don't seem to 'glue' together.

The multiload's hardly the most friendly one I've come across either, with the disk version being slow in places, and the cassette... need I say more?

***Wrath*'s a game you're going to have to try yourself. No matter how much we recommend it (or via other means) it all boils down to the fact that if you're patient enough, it'll be a fairly rewarding experience. Maybe**

68%

CHRIS!

68%

GALE WARNING

PRESENTATION
INFINITE CONTINUES, BIG MULTILOAD.

GRAPHICS
BRILLIANT PARALLAX, DETAILED SPRITES.

SOUND
A FEW TUNES AND BASIC HACKING EFFECTS.

PLAYABILITY
VARIED LEVELS KEEP YOU GLUED FOR A WHILE.

LASTABILITY
NOT A LOT FOR A LONG-TERM CHALLENGE.

69%
69%
70%
71%
68%

FORCE FACTOR 68%

ACROJE

● Kixx, £3.99 Cassette

'He flies through the air with the greatest of ease, that daring young IAN 'SKY HIGH' OSBORNE in his can of sweet peas'... Well it rhymes, what more do you want?

A curious one, this. It was left out of Issue Four's flight sim round-up 'cos you view the plane from behind and not within, but was this a little harsh? The plane handles realistically, the cockpit controls are accurately reproduced and (in the best flight sim tradition) the keyboard's used as well as your trusty joystick. A first-person perspective would make the sim's aerial gymnastics hellishly confusing, so Microprose were wise to use the external view — sorry Miles and Chris, but personally, I think *Acrojet* IS a flight sim, albiet a very unusual one.

Let's start at the beginning. *Acrojet* simulates the BD5-J, a highly manoeuvrable one-man jet capable of speeds of over 200mph. Unlike most computer flight sims, you're not asked to fly deep into enemy territory and smash seven shades of shrapnel out of various pieces of military hardware. Instead, a series of sporting manoeuvres need executing, such as the Ribbon Roll, Pylon Race, Slalom, Cuban Eight and the Spot Landing. Each event is graded according to difficulty, and on completion marked out of a possible 9.9. You can attempt a single event, a pentathlon (a series of five), or for the real high-flyers, the decathlon (all ten), and can alter wind affects and aircraft performance to your liking. If you want to get used to the plane without mucking about with take-offs and landings, there's an option to start the event already in the air.

The Plane Truth

As mentioned earlier, the plane itself handles very well. When banking, it won't 'lock' at a certain

ENGINE/ WEATHER CONTROL; Shows state of engine, fuel, time and (at the press of a button) weather.

LANDING GEAR DISPLAY; Shows whether under-carriage isup or down and whether the wheel brakes are on or off.

ALTIMETER

VERTICAL VELOCITY IND.

ARTIFICIAL HORIZON

AIRSPEED INDICATOR

FLAPS IND; Shows at what angle the flaps are at.

MAGNETIC COMPASS; Shows heading.

AEROBATICS DISPLAY; Shows your position and gives a low-down on the event. Keep on the green line!

● Above: You skim the land so low, you can see two dandelions going to seed. Alas, this is in fact your plane exploding. Still, it's just as weedy.

angle, preventing the player turning it upside down and possibly crashing — this is a serious simulation, not *Afterburner*. A banking plane gains less lift from the wings, and so loses height. Again, this is faithfully reproduced, though not quite as convincing while playing on the easiest difficulty setting. As any pilot knows, the quickest way to lose height is to turn the wings vertically to the ground, offering virtually no lift at all. Again, this is catered for. Even on the easy level the engines blow if you drive them too hard, and watch your fuel — mess around too long and the tanks run dry!

The events themselves might not look too interesting from the ground (flying 'round four pylons then back to base? Tish...), but guiding the craft along the intended flight line is a real challenge. Keep an eye on the radar, and watch your compass too — like a real pilot, one eye needs to be kept on the instrument panel, or you do something daft like landing with the undercarriage raised.

Like most games, *Acrojet* is far from perfect. The main sprite can get a little unclear at times and having to load every event separately is a real pain, but this doesn't stop it being a real high-flyer. It's not to everyone's tastes, but the bite-sized aerial gymnastic events and on-screen aircraft offer greater immediacy and accessibility than a military-based flight sim.

IAN! 78%

● 'I wonder what this button does', thoughtGerald. Before he knew it, he was up, up and away in his amazing flying machine. Later, in intensive care, he took the time to think 'yes, maybe I SHOULD have had a few lessons first'. Silly boy...

MILES!

● I happen to be rather partial to a nice flight sim on toast for brekkies now and again, but *Acrojet* isn't really my glass of freshly squeezed orange juice. It's graphics are, at times, confusing. Occasionally finding yourself in an inverted dive for no apparent reason is quite off-putting, and I didn't find mastering the events all that rewarding. Still, varied difficulty settings help ease you into the game even though the plane handles more like an airbus than a highly-manoeuvrable stunt jet. In any case, I s'pose it makes a change from all those military jobs. Suck it and see.

59%

THE ALF YNGVE COLLECTION

● Binary Zone PD, £6 Cassette & Disk

So you think all *SEUCK* games look the same? Here's the collection to prove you wrong — IAN 'DIE ALIEN SCUM' OSBORNE checks out a stunning selection of seasoned sizzlers...

The trouble with ace utilities like the *Shoot-Em-Up Construction Kit* is they allow talentless twerps to program ridiculously inept offerings. This wouldn't be so bad if they did it purely for their own amusement, but many think their sad excuse for a game's good enough for the covertape — some of the rubbish we've seen at COMMODORE FORCE would make your hair curl! No such problem here though. Alf Yngve is the master of *SEUCK*, and this 21-game PD compilation (with an interview with the man himself thrown in) is a real bargain for connoisseurs of brillo blasters.

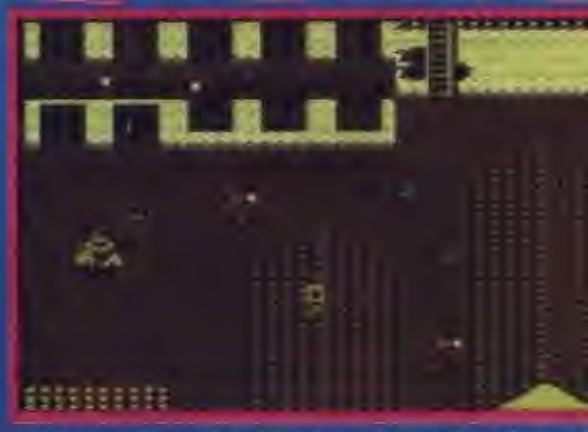
SEUCK can handle two variations of vertical scrolling (auto-scroll at two speeds or push-scroll) and a static screen. Alf's not too fond of single-screeners, but he's used all of the scrolling routines — often combining more than one in a game. For example, *Laser Legion* starts on a static screen, but after a certain length of time you scroll upwards. The John Wells-enhanced *Twin Tigers* auto-scrolls at two different speeds, but, despite excellent graphics and presentation, this particular game suffers from too little to do. It's worth a look nonetheless.

SEUCK it and see

Likewise, you're not restricted to science fiction or army games. Check out *Reuler's World* — a cutsie shoot-'em-up featuring a bouncing smiley-face as the main sprite, and bubbles for bullets. For a cool and original game try *Nervana*, where a Buddhist monk flies through the clouds in the lotus position, blasting the heads off fire-breathing demons with yin-yang symbols. It's so good you can forgive him for mis-spelling it!

There's a fair few 'tributes' to existing games too. *Hover Raider* is *River Raid* for the '90s — a hovercraft with attitude blasting all manner of aquatic enemies. There aren't too many on-screen foes at a time, but the speedy scrolling and restricted screen area means if you don't pick your shots carefully, you won't live to regret it.

● HOVER RAIDER — Another blinding blast, this time in the *River Raid* mould.



Banana Jones's whip doesn't reach as far as I enemy's bullets, so if he's to survive in the 'Tem of the Goons' he'll need all his wits about him. *Guerilla* is basically a *SEUCK*ed *Commando* clo — it's nothing original but very well executed. There's nothing unoriginal about *The Swiss Connection* though — an alpine game where yo guide a skier through a wooded landscape reminiscent of Epyx's *The Games — Winter Edition*, but with baddies trying to blast you off th piste.

● GUERILLA — The clone ranger rides again (but where's the motorbike?)

There's no way we can cover all games on a mere page, but rest assured *The Alf Yngve Collection* covers all manner of themes and every conceivable device possible through *SEUCK*. Th contain the usual drawbacks associated with this utility. There are no power-ups, no horizontal scrollers and a screen-stop can only hold the gam for a set time — basically, until you've dispatched the foes. Even so, Alf's games designs lift them ou the ordinary. The majority of them feature great graphics, ace animation and credible construction What more can I say but 'buy it'?

FORCE FACTOR 80%

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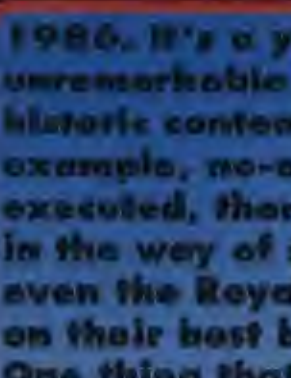
BACK TO THE FEATURE PART TWO

1986

1986. It's a year unremarkable in it's historic content. For example, no-one was executed, there was little in the way of scandals and even the Royal Family were on their best behaviour. One thing that was ever interesting, happening and going places was the C64 — well, apparently. Me? I was a mere sprog. However, I hadn't discovered the joys of relationships, going out and other such stuff, so my '64 was pretty essential. Oh well, on with the feature. Enjoy.



Superheroes may have fought on top of them, and a few desperate souls have misguidedly jumped off them, but never before have the tops of buildings played such an integral part in a computer game, as they did back in '86. **Gremlin Graphics**' *Bounder* launched it's way onto the C64, and the horizontally-scrolling mayhem it offered endeared it to both gamesplayers and reviewers alike. The concept was simple: progressing through various levels, you'd have to guide your tennis ball on a safe route. Ideally, this would be one that didn't involve plummeting thousands of feet down to the ground. Using skyscrapers as platforms, you'd attempt to complete the sections *and* collect every conceivable bonus. It was a strange idea by all accounts, but one that worked — even if the star of the show *didn't* grunt like Monica Seles.

●It's a tennis ball with a face!

Geoff Crammond's *Revs* squeezed more than a passing recommendation in it's reviews, as it retained nearly everything that made it such a hit on the BBC micro. The C64 had been crying out for a decent (but detailed) racing sim — this comprehensive effort gave all that and more. Despite it's age, *Revs* still looks and plays well; a pity (in a way), as it's all but unavailable.

● Oh no — a caption for a game with balls in it. The game's great, by the way.

● Yeah, it may be fast, but it's not as nippy as Miles' car. Er, like honest!

Bounder Bounce away in style — it's pure arcade fun.	Gremlin	97%	82%	1/10
Revs Superlative race simulation.	Firebird	96%	88%	1/10
Friday the 13th Ugh... sickening. Need I say more than I have already?	Domark	13%	9%	1/10
Blade Runner Dissapointing waste of an idea with potential.	CRL	39%	27%	1/10

Commodore Simulation?

BMX Simulator was an early **CodeMasters** release, and was greeted by a mixed reception. Basically *Supersprint* on bikes, it included tricky races and a two player option to make a moderately satisfying race game.

I was particularly surprised to find that **CodeMasters** have converted and released it for the NES! Yep, a C64 game of yester-year is currently doing the rounds on a console, as part of a four-game compilation. Sadly, it's a dull game, but I suppose the NES couldn't cope with much more — I'd like them try and do *First Samurai*...

The subject of computer pornography and horror really seems to raise the blood pressure of certain individuals. At the time of writing, the tabloid newspapers are hailing computer games as the new Satan, after the release of *Night Trap* on the Mega CD. If you don't know about the game, then you won't know that it involves saving a group of teenage girls from being, as one paper put it, 'drilled through the neck and mutilated'.

The problem lies in the fact that *Night Trap* uses actual video footage for the gameplay — in fact, it's rather like an interactive movie. The real irony of the situation is that it's useless! A bland plot and contrived scenes make for uninteresting and repetitive action — and all the potential that the CD offers is wasted. You may wonder where this is leading; after all, consolles are only usually mentioned on the letters pages, where they're frequently condemned.

Well, many people think the instance I've just explained is a new thing, but it happened in 1986 too, when **Domark** released *Friday the 13th*. A series of grizzly ads suggested a gore-heavy computer game, and I think most people were curious as to how it'd turn out. The end result was laughable: it's ridiculous semi-3D landscapes were a joke, the digitised 'screams' a baadly sampled gimmick, and the gameplay was terrible. Coming from the days when **Domark**'s releasee standard was questionable, it was a true horror game — but not quite in the way they intdended...

Obtaining the rights too Ridley Scott's classic film, *Blade Runner*, posed a real problem for **CRL** — the complexities involveed were too huge for a licence to be feasible. Innstead, they purchased the rights to the movie's Vanngelis soundtrack, called... *Blade Runner!* The gameeplay and plot bore more than a passing resemblalance to the film, but it was a shame the game didn't turn out as well as it could have.

The action involved chase sequences along busy streets, as you attempted to 'retire' assorted Replidroids (the big-screen equivalents were called Replicants). Unfortunately, the awful collision detection made it a frustrating and laborious outing — the only thing you gained from extensive play, was knowledge of how many expletives you could fit into a sentence.

In the ring...

Speaking of obscenities, **Melbourne House**'s *Rock and Wrestle* was an early attempt at bringing in-the-ring action to all those Big Daddy and Giant Haystacks fans. From the days when Hulk Hogan meant nothing to your average bod on the street, it gave you a host of moves to utilise — all from the comfort of your own home and without a sweaty armpit in your face. The problem (there always is one, isn't there?), is that the 'sport' is essentially not convertible; in fact, I'd say it's one best left alone, and *Rock and Wrestle* suffered accordingly. There wasn't really that much 'rock' either; the game offered a few 'tunes' to complement the action, but they were nothing special.

Steve Crow's classic arcade adventure, *Starquake* (released by **Bubble Bus**) included all the better elements from the classic **Ultimate** games, while having a few tricks of it's own. Rather than jumping around the flick screens, the oddly-shaped hero could build platforms or commandeer flying pads to climb higher and travel. However, the platforms disintegrated fairly quickly, and you only had a limited supply of them; also, travel by pad was restricted in that you could only park in a designated area — and while on one, you couldn't pick up objects. It was impressively designed to make things tricky and challenging, but by no means impossible — an aspect woefully ignored a little too often in otherwise excellent software.

● A platform game without jumping? Amazingly, *Starquake*'s still excellent.

● 'Shall we dance, m'dear?'

You're probably itching to get your hands on these games, aren't you? Well, to give you a helping hand, we've (as last month) put together a list. Good luck and happy hunting...

THE LIST!

To show you just how well the classics of 1986 compare against recent releases, where to obtain them (if possible), as well as a few choice comments, we've constructed this table. Basically, it goes as follows:

- Game Name.
- Publisher.
- Typical Mark of it's time.
- Force Factor (how we'd rate it these days).
- Availability.

For Availability, we've estimated how easy (or difficult) it'd be to find the game. This is a rating out of ten, with seven to ten being readily available, four to six being through mail order, and one to three being... well, good luck is all we can say. Enjoy — and if you don't, we'll send Miles around to tell you about his new girlfriend. Chris' love life is, in comparison, fantastically interesting.

Rock 'n' Wrestle	**Melbourne House**	**53%**	**43%**	**1/10**
I don't like computer wrestling games — and I doubt I ever will...				
Starquake	**Bubble Bus**	**93%**	**87%**	**1/10**
Excellent platform bash. Definitely worth a look.				
Spellbound	**MAD**	**94%**	**85%**	**1/10**
The sequel to *Finders Keepers*, and equally as good — if not better.				
Spindizzy	**Reel Action**	**98%**	**98%**	**10/10**
If you haven't got it, get C COMMODORE FORCE, Issue Seven.				

The sequel to *Finders Keepers* (featured last issue) had an additional pound on it's (still meagre) cost, bringing it to £2.99. Released on the **MAD** (Mastertronic Added Dimension) label, it was superior to that of many full price releases of the time. It took all the better elements of it's predecessor, and added larger, detailed graphics, more involved puzzles and a host of neat touches — and all for less than a trip to the cinema. The characters, and the interaction with them was also a novel touch — keeping everyone alive and happy played an integral part in completing the game.

So dizzy, our covertape's spinning...

Every now and then, a true classic may appear almost from nowhere, stunning everyone who's fortunate enough to experience it. *Spindizzy* is one of the few games to deserve this title, and if you were clever enough to buy last issue you'll have it in your possession. If you didn't get it, perhaps you ought to order a back issue now — the ZZAP! reviewers weren't joking when they awarded it a phenomenal 98%, you know...

Fairlight

Bo Jangborg's *Fairlight* took the arcade adventure genre into another dimension. Whereas previous isometric games of this type (such as *Knight Lore* and *Alien 8*) had utilised rooms of the same shape with sparse decor, *Fairlight* tried, and pretty much succeeded, in recreating more realistic areas, buildings and furnishing. This wasn't without it's drawbacks though — the game was a little on the slow side — but the undeniable quality of the puzzles, and the freedom it's world offered, more than compensated for the lack of pace.

Hype and computer games seem to go hand-in-hand at times, although, arguably, anyone stupid enough to buy software without searching for proper recommendation almost deserve to lose their money on a useless game. One case in which that opinion fell down concerned the summer release of *World Cup Carnival*. **US Gold**'s official licence of the 1986 World Cup was eagerly awaited by C64-owning football fans everywhere. Eventually it arrived — although sadly, it didn't live up to the standards it's publicity and excellent packaging might have suggested.

Possibly the worst part was that it wasn't an original game — the producers had took **Arctic**'s diabolical *World Cup 2* and given it a face-lift. The sad thing was, it wasn't even funny; just a shameful example of how unscrupulous software houses could be at the time. Thankfully, **US Gold** have gone on to be one of the biggest producers of quality software — pity it's not on the C64 any more!

Imagine accrued many brownie points on the release of their superlative arcade conversion, *Green Beret*. Although simplistic in terms of gameplay, it's horizontally-scrolling shoot-'em-up action was some of the best to hit the C64 during the year. With four levels to battle through, and a rather measly machete to do it with, it's platform-orientated gameplay and varied enemies made it a hard game to forget. It's also one of the closest conversions released — almost everything the arcade machine had, it had too!

● You should see the bit where he gets the flamethrower — cor, not 'arf. S'great.

Controversy raised it's all-to-familiar face when **US Gold** tried a new marketing tactic. *The Legend of the Amazon Women* was a rather insipid right to left scrolling beat-'em-up, with few moves and little in the way of innovation or originality. However, the advertising campaign that went with it featured many scantily-clad young ladies, drawn to look threatening and, well, *inviting*. Obviously, as ninety percent of home computer users are apparently male, it's not surprising that **US Gold** thought this could be a useful selling point...

(Dis)honest Pursuits

Domark's conversion of the popular Trivial Pursuits board game was as good as it could've been. As well as offering musical and visual questions (unavailable in the table-top version), it was well presented, and the inevitable multiload, neccessary to load questions was by no means as bad as you'd expect.

However, it didn't just require talent to succeed in the game — to play fairly, you needed to be honest. After answering a question, you were shown the answer and asked 'did you get it right?'. To code the various responses would've took too much memory, even on the 16-bit versions. I wonder how many people DID cheat...?

Kikstart too.

Last month, I spent a paragraph or two extrolling the virtues of **Mastertronic**'s *Kikstart 2*. A special enhanced 128 version was released during 1986 with a grand total of 27 tracks (the original had eight), better graphics, sound and, subsequently, playability. Possibly it's most impressive aspect was that it's twin disks retailed for a paltry £4.99. Hailed as the best 128 update at the time, it's an essential for any frustrated owner of the C64's bigger brother. It's a pity it's all but unavailable though...

● The best 128 update ever? It's more than likely, as there's hardly any of the

Whereas **US Gold** had kept *The Legend of the Amazon Women*'s sexual content to it's advertisements, **Martech** went one better and included nudity in an actual game. *Samantha Fox Strip Poker* was, by all accounts, a diabolical computer card game with a dubious licence attached. The 'digitised' pictures of Miss Fox in various states of undress were of questionable quality, and the £8.99 price was, quite frankly, a joke. As was commented in the reviews at the time, if someone wants to observe Sam's assets, they'd be better off popping to their newsagent to buy a copy of the Sun — incidentaly, for less than 30 pence.

Fairlight Atmospheric, isometric arcade adventure.	**The Edge**	**90%**	**90%**	**1/10**
World Cup Carnival Oh dear — what a disaster! Avoid like the plague...	**US Gold**	**11%**	**7%**	**1/10**
Green Beret Classic platform shoot-'em-up.	**Imagine**	**93%**	**90%**	**1/10**
Amazon Women Check out ZZAP! 64 back issues for the ads, and have a giggle.	**US Gold**	**49%**	**32%**	**1/10**

The legend's tarnished?

Melbourne House's *Fist 2 — The Legend Continues* was no exception to the rule that sequels invariably don't match their predecessors. Rather than expanding on the beat-'em-up theme, the programmers decided to incorporate a large exploritory element. Unfortunately, be it through lack of playtesting or bad design, *Fist 2* was an incredibly tedious game to play. The fights weren't as good as those seen in the first game, and they tended to be too few and far between as well. Subsequently, most of your time was spent running around aimlessly, admiring bits of scenery and precious little else.

Like *Green Beret*, *Ghosts and Goblins* was an almost perfect conversion of the coin-op original. Looking and playing particularly well didn't seem to be enough for **Elite** (it's producers) — looking and playing exactly was far nearer the mark. An earth-shattering 97% was dutifully awarded, and even to this day, it's a stunning piece of software.

For those sick and tired of *The Quill*'s limitations (it was a revolutionary piece of adventure writing hardware in it's time, but lacking come '86) **Incentive**'s *Graphic Adventure Creator* provided a comprehensive solution. If you'd ever felt the need to put finger to keyboard and create a world of your own, then *GAC* (as it was known) was the utility to do it with. Reviewers of the time felt it's use relied on your commitment and skill, and, as such, felt awarding an overall percentage would be unfair. However, ZZAP! 64 *did* give it a Gold Medal (usually awarded to games of 95% and above), so I'll let you draw your own conclusions....

● For what it lacks in terms of action content, GAC's great for adventurers.

Towards the end of '86, the Mekon's enemy — the fearless Dan Dare — made his eponymous C64 debut, courtesy of **Virgin** and much to the delight of our Managing Editor. Steve's raved abo it for as long as I've worked with him, saying how he spent weeks playing it and how it's one of the best arcade adventures ever. I myself beg to diffe as it seems a little crude, but Steve maintains tha couldn't find my bottom with both hands and a flashlight, so who am I to know? Anyone willing to agree with me can write and tell Steve how wrong he is, but if you haven't seen it yet, it can be found on Beau Jolly's *Big Box 2* compilation.

Kikstart 2 (128) Good update of an already-fine game	**Mastertronic**	**96%**	**92%**	**1/10**
Sam Fox Strip Poker This game was a joke, right?	**Martech**	**16%**	**12%**	**1/10**
Ghosts 'n' Goblins Excellent conversion of a playable arcade machine	**Elite**	**97%**	**92%**	**1/10**
GAC Indispensable utility — low available on PD	**Incentive**	**N/A**	**N/A**	**8/10**

Gremlin's *Jack the Nipper* was a particularly novel variation on the platform/arcade adventure genre. As Jack, you were capable of a myriad of different naughty tasks and dastardly deeds. These could be anything from breaking the computers in a high street store, to scaring the daylights out of cats. Novel and irresistible, *Jack* unfortunately suffered from awkward controls and, surprisingly, received average marks of 75% — a percentage I consider to be a little low.

● **Look, if I'd been naughty like Jack is, I'd be told off. Err, inspired caption eh?**

Speaking of which, **Entertainment USA**'s *Ninja* was 'awarded' an awful 25% by ZZAP! 64 reviewers — a mystery to me, as I quite like it! A beat-'em-up with poor graphics and even worse animation, it saw the player exploring and fighting, using assorted throwing weapons to complement moves such as flying kicks, punches and other such offensive tactics. Your opponents were of varied skill levels too — thugs were strong, but stupid, whereas ninjas were a little more clued-up and would give as good as they got. The further into the game you'd get, the harder the opposition would become — and all for £2.99. Does anyone care to argue?

● **Look — they were totally wrong. *Ninja* is a great game. Wanna fight about it?**

ITV's cheerful cartoon program, *Trapdoor*, was **Piranha**'s big launch during the year. For those of you not in the know, the TV series told tales of Berk, Drutt and Boney and their never-ending task of providing food for 'im upstairs. There was, also, the trapdoor — underneath which lived all manner of horrible beasts and creatures. Their five-minute antics were made even more compulsive by the fact they were animated using plasticine, in a similar manner to that seen in the *Creature Comforts* adverts — and the attention to detail was astounding.

The C64 game didn't disappoint. Played around the basement (and, of course, the trapdoor) there would be shouted commands for assorted food from Burk's demonic master. Taking Burk in hand, you'd have to cater (literally) to his employer's needs and whims — and all within a tight time limit. Like it's TV counterpart, it's most impressive aspect was it's visuals. Large, well animated sprites played a large part in creating the games charm, and although the puzzles were occasionally too obscure, it was a darn fine game to waste time with.

● **'Stay away from that trapdoooo 'cause there's something down there'. I reckon it's Miles**

If you're looking for a few of these classics, perhaps dropping Capri Marketing a line would be a good idea. They've a fair selection of older games, and who knows? Maybe they'll have the game you want in stock. Capri Marketing can be found at:

Capri Marketing
9 Dean Street,
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Enjoyed the nostalgic look-back? Indeed, if the events of 1986 were good, then the year of '87 could only be described as better. Make sure you don't miss the third instalment — only in next month's COMMODORE FORCE.

Dan Dare Recently released on Beau Jolly's *Big Box 2* compilation	Virgin	94%	80%	8/10
Jack the Nipper Underrated at the time — a fun little game	Gremlin	75%	75%	1/10
Ninja Who do you believe? The reviewers of old, or me?	Entertainment USA	25%	70%	1/10
Trivial Pursuit Released at the end of last year on the Hit Squad label	Domark	91%	80%	7/10
Trapdoor Colourful, cartoon fun. Magic.	Piranha	89%	85%	1/10
Fist 2 Nowhere near as good as it's predecessor	Melbourne House	39%	32%	1/10
BMX Simulator Unavailable — unless you own a NES...	CodeMasters	83%	67%	1/10

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PUBLIC D

Not only does this month's REEL ACTION feature many excellent games, there's also a selection of quality PD demos for you to marvel at. REMI 'FREEBIE' EBUS takes a look at what's (in all but one case) on offer.

Boy, do I have something for you this month! I've been rummaging through Ghostrider's collection, and discovered some excellent 'Onefiler' demos that you can see for yourself on the covertapes! So if you haven't done so already, load 'em up now!

A small tip for all you new demo fans out there — if you've seen enough of a section and want to proceed to the next, press the space bar, unless you're told to do otherwise. Easy, eh?

NYLON OXYGEN

■ Pretzel Logic (Three Parts)

PRETZEL LOGIC are a weird bunch (as weird as the name, I guess), but no matter what, they always come out with decent demos. *Nylon Oxygen* is no exception, with brilliant design and even better graphics.

After the initial presentation stuff, it's clear to see that normality hasn't been invited. A big, colourful square pops up next to a shield with a fish on it — well strange!

Next comes a more down-to-earth graphic — a simplistic logo accompanied by a scroller. It's cool, but not as brilliant as the main attraction which shows a nice babe... er lady (I don't want to upset any female readers) sitting on top of a box with a great **PRETZEL LOGIC** logo painted on it. Below the box reads a funny scroll text in a highly detailed multi-functional scroller. But that's not all, as the logo disappears and a few moments later the screen changes to a room with a cute little baby playing in it. The youngster claps his hands and happily smiles away, but then, the little 'un transforms into a monster! Scary stuff, but fantastic to watch.

Nylon Oxygen is odd but the weird touches make it all the more original, and consequently, a lot more exciting to watch. It only features three parts, but that's easily explained — the graphics use up a massive amount of memory.

PERPLEX

■ Cosmos (Four Parts)

COSMOS has a very long and strange history in the PD scene. If I'm right, **COSMOS** was formed in Austria, and became one of the better demo groups. But, when several members left to join other companies, the group started to die. Until, that is, they released several demos under the title **COSMOS DESIGN**, not from Austria, but from Holland (where else?). Unfortunately, they soon found themselves back in the same situation with very little happening. A while later, though, things improved, resulting in several really cool demos, from Austria, involving some of the old members. Nowadays, **COSMOS DESIGN** have become a commercial programming team, responsible for several games released by German software houses. *Perplex* must be one of the last demos before the 'first big silence' as IHERMES, the programmer of this lot, claims that several members have just left **COSMOS** for 711.

Anyway, *Perplex* starts off with a small commercial, advertising a forthcoming demo called *Einstein 5* (very cool but that's not the issue here). The first 'real' section features a Perplex logo built up from two 'rastered' ones, which swing through each other.

The main attraction follows a cave, in which several strange things happen: besides the occasional logo flying by, small volcanos spit out lines which seem to have a mind of their own.

You'll have to be patient to see the last little offering, as it takes several minutes to de-crunch, and can't be skipped by pressing space. Last, but not least, three *Perplex* logos fly about around the screen.

Perplex is a very nice 'onefiler', with four, fairly different parts all handled in the great **COSMOS** style. In the old days, you could see a lot of 'onefilers' with up to eight or ten sections, but they usually consisted of very boring raster effects. *Perplex*, however, has some nice visuals and ideas.

SECTOR

BREEZE OF BIOGENES

■ X-Ample (Two Parts)

X-AMPLE are currently involved in game productions, mostly for the Amiga. During their days as a demo group they produced some high quality material, and the name **X-AMPLE** holds high esteem with many older scene members.

This small advertisement of their talents features a nice rotating 'X' surrounded by some **X-AMPLE**-style graphics, with text below stating several interesting facts.

A graphic equaliser follows on top of a scroller and another **X-AMPLE** logo. As an added touch, pressing space reveals the addresses of the group members.

The actual demo might not seem to be much, but even though it's small, it's still well worth your while.

CIRCLETWIST II

■ Bros (One Part)

Now this is a real golden oldie, as it dates back a good six or seven years! But it's age doesn't seem to matter, as it's an all-time classic which can still knock seven stars out of many recent efforts. Made by the Danish group **BROS** (I believe a band copied their name... or was it the other way around? Ahh, who cares?), this consists of only one section — but what a fine display it is. A big **BROS** logo is situated in the middle of the screen, with a circle of sprites swinging in front. At the top of the screen, a smaller logo slickly waves across. The icing on the cake comes in the form of two scrollers, one above the circles and one below, hence the name *Circletwist*. The scroller at the bottom has something extra special; apart from the usual greetings, a little hand states which PD groups are either cool, okay or a bunch of nerds!

With pumping music by Jeroen Tel (which *Savage* players will easily recognise) this demo has become a classic. Great design, great music and great ideas. Altogether, *Circletwist* is... er ...GREAT!

(...although unfortunately, COMMODORE FORCE readers won't get to see it on the covertapes. The basic content of the demo is great, but we can't allow naughty words and other such risque features (which *Circletwist* incorporates) to appear on Reel Action. Sorry! Ed)

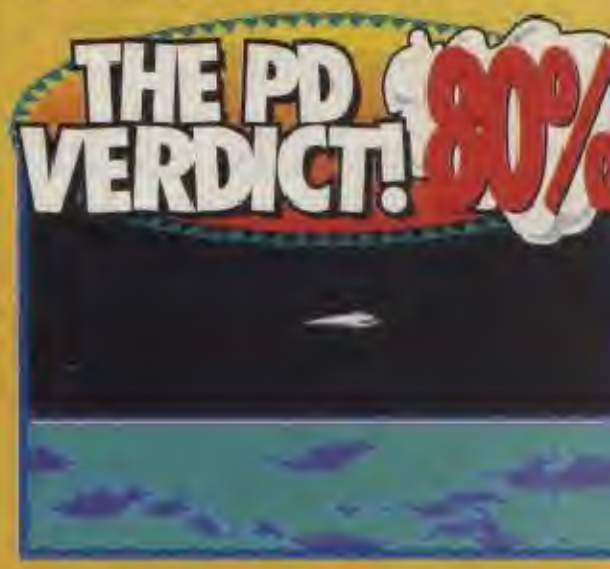
TERMINUS

■ Drew Rodgers (One Part)

You can hardly call this a demo — it's nothing short of a small movie. With subtitles at the beginning and credits at the end, this is silver screen stuff and no mistake! *Terminus* is completely programmed, drawn, and composed by Drew Rodgers. Not a particularly famous person, but stardom should be his as this is definitely one of my favourite C64 demos.

The story is short; a small space ship drops a medical unit to exterminate a virus on a contaminated planet.

Graphically and musically, no exceptional quality is achieved and the code doesn't feature any mind-boggling effects. But still, the sheer brilliance of the execution is superb. It's really hard to explain — so you'll have to see it for yourselves. I guarantee you'll love it!



Well, that's all for this issue's Public Domain. I'll be assessing my archives and contacting my connections to bring you more covertape demos for future instalments. And, if I'm in a good mood, I'll toss in some utilities as well!
Stay Public...

BASH YER BRAINS

The months of summer please a lot of people, but not me. All this hot sun is baking a big pile of innards outside my door. The stench is unbearable, it's enough to make a barbarian vomit dogs. Then again, that smells even worse, especially when mixed with 14 tankards of mead...

CHAIN MAIL

Lots of letters arrived this month so, without further ado, let's get on with 'em...

Kenneth Pedersen from **Denmark** wants to know how to get out of the bathroom in *ZZZZ*. He's also having no end of trouble with harpies, Chiera and the Minotaur in *Theseus And The Minotaur*. Not only that, but he can't get the Daisies in *Black Knight*.

To get out of the bathroom in *ZZZZ* you first have to clean yourself up a bit. PUT PLUG IN BATH, TURN ON TAP, REMOVE CLOTHES, ENTER BATH, LEAVE BATH, TAKE BASKET, WEAR CLOTHES and at this point the conductor should enter and usher you out. As for *Theseus*, throw the bar at the Chimera, kill the Minotaur with the dagger and kill the Harpies with the arrows. In *Black Knight* you should PICK DAISIES when a the village green location.

Daniel (The Mad) Drane of **Gravesend** wan to know how to get the wreath in *Black Knight 2*, how to drain the lake and where the axe is hiding.

Well, Daniel, if you find the old witch and take the staff she's holding, you can get through the standing stones to obtain the wreath. To drain t lake, you need to find a vine and tie it to the he to make a long rope. Tie this to the branch belo the dam and, holding the other end, climb back to the top of the dam. Move West until you're standing in a safe spot and PULL ROPE. Once done, the axe will appear.

Jennifer Allen wrote to me for help with *Ven*

THE ENCHANTED C

■ River Software, £2.95 cassette or disk

Many people are fond of dragons and all things mystical but are just too shy admit it. However, a certain barbarian is anything but bashful...

As promised last issue, I'm going to take a look at another excellent adventure from the Jack Lockerby/River Software stable. This particular game appealed to me because it contains lots of magic, spells and so forth. I suspected it was going to be vastly entertaining even before I started playing — I wasn't disappointed!

You're an apprentice sorcerer, desperate to become a fully fledged member of the sorcering fraternity. The training has been long and hard, and you're filled with excitement and trepidation. When the momentous day finally arrives, you're called upon to take the final test — entering the Enchanted Cottage. If you manage to solve all the puzzles and leave the cottage, your dreams will come true and your ambition to become a true sorcerer will be realised. You're provided with some useful spells — but it's up to you to discover how to utilise them.

After starting the quest, there's only one way out from the cottage — three keys need retrieving to open a single door. Use these in the correct order and you should emerge triumphant!

The first location in the Enchanted Cottage is a single room, containing the infamous door to the outside world, and a strange, colourful cube. The initial problem with the cube is quite gentle, and designed to coax the apprehensive adventurer along. If you manage to solve the puzzle — there's plenty of help to guarantee this — you encounter three different-coloured spinning discs which, when jumped upon, transport you to three different scenarios, each crammed with locations to explore, problems to solve and obstacles to overcome.

Cottage Pie

Travelling between each different section is quit straight forward, which is fortunate, as many objects found in one area are needed in another.

There's enough within this to keep the most demanding adventurer happy. Puzzles are abound at every turn, and these range from the simple, right up to the damned difficult. Thankfully, Jack has included a useful 'help' routine to offer advice with the tougher puzzles, so you shouldn't become too bogged down. In addition to this, careful examination of everythin can often prove invaluable.

and *Theseus* but didn't enclose an SAE. If you'd like to tell me exactly where you are stuck, Jenny, then I'd be happy to help.

Ann Castelow of **Cleveland** is asking which adventure creating utility I prefer, and how to go about getting hold of either *PAW*, *GAG* or *QUILL*. *Witch Hunt* is also giving Ann a bit of grief — she can't get the nails from the well. Also, in the wooden building, she can locate something on the beam but can't collect it.

I have to admit that I prefer *GAC*, as it's easy to use and, best of all, still available. Check out **The Guild** as they're offering *GAC* as PD for just £1 — you can't say fairer than that. In *Witch Hunt*, you can get the nails from the well if you WAVE BAR (it's magnetic). In the hut with the beam, the input you need is SEARCH BEAM followed by FEEL BEAM. You'll pull a lever to open a trapdoor.

Mr J Reidy of **N Ireland** is tearing his hair out — he's fed up of being used as a pin cushion by the archer in *Venom*.

The answer to this problem is one of timing, really. Make sure you do the following when emerging from the cave: Mount the horse and go east twice into the river, where your horse will be shot (poor blighter). If you fail to enter the river on horseback within those three moves more bullets will fly. Go due south and then west until you reach the inn — you should be alright.

DJ Johnson of **Newton Abbot** is stuck on one of my favourite 'Golden Oldie' adventures — *Snowball*. It's the east/west corridor near the end of the game that's posing a problem — in particular, the laser located in that area.

If you WAVE TRAY (the one that had the *electro-flute* on it), the lazar beam will be reflected back onto itself and explode. It's now safe to pass.

Sharon Lockhart of **Huddersfield** writes: 'I'm fairly new to adventures, and have only been playing them for a year. I've been wondering, where did it all start?'

Indeed, Sharon, adventure games have an interesting history and the first was written by two gentlemen, Crowther and Woods. It was called, not surprisingly — *Adventure*. It wasn't long before a huge number of people wrote their own 'versions' and marketed them. Among the 'original' clones were *Colossal Cave*, *Classic Adventure*, *The Serf's Tale* and many more, as well as plenty of spoofs such as *Very Big Cave Adventure*. The public soon became hooked and lots more adventure material followed, such as *ZORK 1*. Ahh, those were the days! How many other, long-time adventurers fondly remember the little brick building at the northern end of the lush valley which was a well-house for a spring?

Keep on writing and please don't forget to enclose a stamped, self-addressed envelope if you'd like a personal reply. More letters next issue.

Special mention must be given to the following reader's who've proved to be outstanding in their efforts to help fellow adventurers by sending solutions, hints and tips for the column: Kenneth Pedersen of Denmark, Luke Croll of Sheerness, J Reidy of Antrim and, last but by no means least, Damian Steele of Paignton, Devon who sent in an astounding 14 solutions for the archives!

HINTS AND TIPS

■ **Kenneth Pedersen** very kindly sent in the following tips:
BLACK KNIGHT PART 2 — If you can't get past the leopard, view it from different angles!
SEABASE DELTA — Need an egg? Stand in front of the hen and CHEW GUM, BLOW BUBBLE!
ZZZZ — The Sandman will give you a lift if you type THUMB LIFT (not LIFT THUMB), but remember that you must press RETURN when you can SEE the Sandman.

■ I received a list of Tony Collins' new Public Domain Library of adventures, from **The Guild**, and what an impressive list it is. Tony is offering a compilation of four adventures from an impressive list of around 150 titles, on one disk or tape for just £1.50! He also has another 30 odd titles costing just £1 each and *The Graphic Adventure Creator* is one of them! So there's absolutely no excuse for not trying your hand at creating your own game! I advise you to send a stamped, self-addressed envelope to Tony and ask for a complete list without delay — at those prices, you just can't loose!

COTTAGE

Enchanted Cottage has been out for a couple of years, but is not one to be missed from your collection. It's text only — in my opinion, the best type of adventure is one in which you use your own imagination to illustrate it — and is written by a most competent author who really knows his stuff.

I usually make a note when reviewing an adventure whether it's suitable for beginner's or more experienced adventurers. In this case, I can honestly say it's suitable for ALL. *The Enchanted Cottage* is a most enjoyable romp, with plenty to see and do to keep you happily occupied for a long time.

FORCE FACTOR 75%

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So with a flash of my swo and a curdling cry, I'm off to sort out the elves from the dwarfs. Keep writing and remember — the bigger the sword, the bigger the bloodshed.

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Look at this! Another great specia offer for you. Tony Collins of The Gu is offering another of his twin-packs at a special discount price for COMMODORE FORCE readers. The two excellent adventures are *Jhothamia 6* and *Bounty Hunter* (another Jack Lockerby adventure). The normal price is £4 but you can save £1 if you use the coupon below Please rush me *Jhothamia 6* and *Bounty Hunter* at the special price o just £3.00.

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A FORCE TO BE RECKONED WITH!

No, it's no good, you can't cry over the last page of COMMODORE FORCE. No, I've told you before and I refuse to listen — Issue Eight is finished so stop moaning. But.. (your eyes twinkle in expectation of good news) ISSUE NINE IS ON IT'S WAY! What exactly do you expect to find within it? This is what's is store...

LIVERPOOL

This month's review was abandoned due to a flooded pitch, fog and the wrong fuse in our floodlights. Rest assured that the game will commence next month — so keep those tickets and head for the terraces.

IT'S REEL TIME

The highlight, the pinnacle, the crown, the summit, the zenith of **COMMODORE FORCE**. For the best in games old and new, Reel Action provides that essential thing — fun! Next month there's another fantastic slice from our splenderous cake — a blockbuster movie conversion, an amazing aquatic yarn and... oh, but that would be telling. A lot's gonna be crammed onto the spools, so don't miss out.

8 PAGE PULL-OUT SPECIAL!

Kixx and Microprose are the publishers of some of the best software availible for the C64. That's why, next month, we've got an EXCLUSIVE 8-page pull-out, covering them and their games. Expect an excellent competition, fun packed reviews and hey — just about everything you'd want from a feature.

BATMAN RETURNING

The second section of our exclusive Batman Returns report. All together now — Dinnner, dinner, dinner, dinner dinner, dinner, dinner, dinner BATMAAAAAAAN

COMMODORE FORCE SPECIAL RESERVE!

ELEVATED PIGEONS! I think this mag's great grand, magnificent, illustrious, striking, sumptuous, colossal, and more than that, I can use it as a duvet because I'm a tramp.
So, you who call yourself an agent of news, reserve my copy of COMMODORE FORCE or I'll come and bathe in your tuppeny sweets section.

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ISSUE NINE AN BE FOUND AT EVERY GOOD NEWSAGENTS ON THE 28 JULY. IT'S BIG, BOLD AND BEAUTIFUL AND ANSWERS TO THE NAME COMMODORE FORCE. KEEP AN EYE OUT FOR IT, AND GIVE IT A GOOD HOME!

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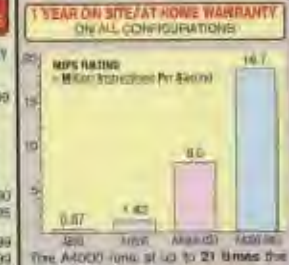

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